

25

Access DB# 94068

SEARCH REQUEST FORM

Scientific and Technical Information Center

Requester's Full Name: M. Good-Johnson Examiner #: 74404 Date: 5/14/03
Art Unit: 2672 Phone Number 30: 5-3939 Serial Number: 09/653,286
Mail Box and Bldg/Room Location: PL26424 Results Format Preferred (circle): PAPER DISK E-MAIL

If more than one search is submitted, please prioritize searches in order of need.

Please provide a detailed statement of the search topic, and describe as specifically as possible the subject matter to be searched. Include the elected species or structures, keywords, synonyms, acronyms, and registry numbers, and combine with the concept or utility of the invention. Define any terms that may have a special meaning. Give examples or relevant citations, authors, etc, if known. Please attach a copy of the cover sheet, pertinent claims, and abstract.

Title of Invention: _____

Inventors (please provide full names): _____

Earliest Priority Filing Date: 9-02-1999

For Sequence Searches Only Please include all pertinent information (parent, child, divisional, or issued patent numbers) along with the appropriate serial number.

Display messages on screen
with color, for a video-game.
Words with the same type
same color (words that would
indicate a place, one color,
a person, another color, etc.)

[hints cheats clues clues clues]

Color coded types
based on information

05-15-93 A07:30 IN

STAFF USE ONLY

	Type of Search	Vendors and cost where applicable
Searcher: <u>Pamela Reynolds</u>	NA Sequence (#) _____	STN _____
Searcher Phone #: <u>306-0255</u>	AA Sequence (#) _____	Dialog <input checked="" type="checkbox"/> _____
Searcher Location: <u>PL2 3603</u>	Structure (#) _____	Questel/Orbit _____
Date Searcher Picked Up: <u>5-15-03 1:00pm</u>	Bibliographic <input checked="" type="checkbox"/> _____	Dr. Link _____
Date Completed: <u>5-15-03</u>	Litigation _____	Lexis/Nexis _____
Searcher Prep & Review Time: <u>132</u>	Fulltext <input checked="" type="checkbox"/> _____	Sequence Systems _____
Clerical Prep Time: _____	Patent Family _____	WWW/Internet <input checked="" type="checkbox"/> _____
Online Time: <u>108</u>	Other _____	Other (specify) _____

Best Available Copy

? ds

Set	Items	Description
S1	550	(VIDEO OR COMPUTER OR ELECTRONIC) (3N) (GAME? OR GAMING OR ENTERTAINMENT)
S2	357	ROLE()PLAYING OR SHOOTING OR FIGHTING
S3	480	(COLOUR? OR COLOR?) AND (CODED OR HIGHLIGHT?)
S4	16266	MESSAGES OR DESCRIPTION? OR TEXT OR CHARACTER()STRINGS OR - FONTS OR TYPE
S5	3031	(INDICAT? OR REPRESENT? OR ASSOCIAT?) AND (PERSON? OR CHARACTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? OR OBJECTS OR MONSTER?)
S6	257	S3 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL?)
S7	3304	HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS - OR CHEETS (CHEAT OR CHEET) (3N)SHEETS
S8	0	DISPLAY() (COLOR OR COLOUR) () INFORMATION().TABLE
S9	1	S1 AND S2 AND S3
S10	1	S1 AND S3 AND S4
S11	17	S3 AND S5
S12	1	S9 NOT S10
S13	1	S10 NOT S9
S14	9	S11 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S15	9	S14 NOT (S9 OR S10)
S16	37	(S7 OR CLUES) AND S1
S17	1	S16 AND S3
S18	1	S17 NOT (S9 OR S10 OR S11)
S19	7	S11 NOT (S9 OR S10 OR S14 OR S17)
S20	9	S16 AND S4
S21	9	S20 NOT (S9 OR S10 OR S14 OR S17)

13/3,K/1

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00093375

DOCUMENT TYPE: Review

PRODUCT NAMES: Strata StudioPro (487325); StudioPro Blitz (584657);
Adobe Photoshop (213756); Adobe Illustrator (017036)

TITLE: Carving 3-D Bullet Holes

AUTHOR: Adams, Robert

SOURCE: Step-By-Step Electronic Design, v8 n5 p8(2) May 1996

ISSN: 1055-2774

RECORD TYPE: Review

REVIEW TYPE: Product Analysis

GRADE: Product Analysis, No Rating

REVISION DATE: 20021024

...Systems' Photoshop and Illustrator and Strata StudioPro/Blitz to design a heading for the Arts & **Entertainment** channel's home **video** series, 'The Mob.' The graphics firm specializes in packaging, corporate identity, promotions, brochures, signage, display...

...following topics are covered: using 3D extrusion to transform roughened circles into bullet holes; modifying **color** in **highlights**, shadows, and midtowns; working with negative spaces; converting **type** to outlines in Illustrator; using Blitz for 3D art work; altering the light from ambient ...

...Effects, Reflected, and Room Reflected; using Raytracing to create near-photographic image q

12/3,K/1

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00101641 DOCUMENT TYPE: Review

PRODUCT NAMES: Motion Editor (663018); N World (651761); Motion Transform (664979)

TITLE: Buying Motion

AUTHOR: Vincenzi, Lisa

SOURCE: Computer Graphics World, v20 n4 p51(5) Apr 1997

ISSN: 0271-4159

HOME PAGE: <http://www.cgw.com>

RECORD TYPE: Review

REVIEW TYPE: Product Analysis

GRADE: Product Analysis, No Rating

REVISION DATE: 20020630

...Editor, Nichimen's N World, and MediaLab's Clovis PA and Character Link are products **highlighted** in a discussion of increased access to motion capture via motion capture service bureaus. All...
...to \$1,000 per day after 20 hours. ElektraShock charges \$2,000 per day for **shooting**, which pays for about 30 to 40 moves. Users should also assess the company's...

...proportions of models. MediaLab uses Clovis PA animation software to control lighting, virtual camera angles, **color** textures, soundtrack synchronization, and background integration. Character Link software is under development to create characters...

DESCRIPTORS: Animation; Digital Video ; Entertainment Industry;
Graphics Tools; Image Processing; Motion Capture

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15/3,K/1

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01786764 DOCUMENT TYPE: Product

PRODUCT NAME: AgentView II (786764)

Centergistic Solutions (612413)
2045 W Orangewood Ave
Orange, CA 92868-1944 United States
TELEPHONE: (714) 935-9000

RECORD TYPE: Directory

CONTACT: Sales Department

REVISION DATE: 20000802

...send messages to all desktops on the system. Features of AgentView II include rapid information **display**, smart statistics such as performance **indicators**, automated messaging functions, user-set alarm thresholds for conditions such as high call volumes, and **color - coded** messages. Users can collect data from local and remote **locations**; information from multiple **locations** can be combined to create a 'big picture' of a company's operations.

15/3,K/2

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00141576 DOCUMENT TYPE: Review

PRODUCT NAMES: Readiris Pro 7 (041564)

TITLE: Readiris Pro 7: Inexpensive and Inaccurate OCR Application Fails...

AUTHOR: Breen, Christopher

SOURCE: Macworld, v19 n10 p37(1) Oct 2002

ISSN: 0741-8647

HOME PAGE: <http://www.macworld.com>

RECORD TYPE: Review

REVIEW TYPE: Review

GRADE: C

REVISION DATE: 20021230

IRIS's Readiris Pro 7 is an easy-to-use optical **character** recognition (OCR) application, but it is still not as accurate as the OCR leader for...

...much progress the program's spell checker has made in a document. The Dictionary window **displays** text around a questionable **character**, but does not **indicate** how much more text needs to be checked. OmniPage, on the other hand, **highlights** the area being checked in an overview of the document. The program also had difficulty in processing a **colored** table, and it questioned each bar in a graph as if it were a **character**.

15/3,K/3

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00140110 DOCUMENT TYPE: Review

PRODUCT NAMES: DVD Creator (697125); Scenarist (697133); DVDit!
(710695)

TITLE: web+DVD=the ELEMENTS of education?
AUTHOR: Misek, Maria
SOURCE: eMedia, v15 n5 p22(2) May 2002
ISSN: 1525-4658
HOMEPAGE: <http://www.onlineinc.com/emedial>

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20030130

Sonic Solutions' DVD Creator, Scenarist, and DVDit! are **highlighted** in this discussion of the Physical Chemistry in Practice WebDVD project underway at the Auraria Media Center (AMC) at the Metropolitan State College of Denver (MSCD) in **Colorado**. The AMC provides a wide range of media services and consulting services. The Project was...

...real lab research that uses concepts being taught in class. Peggy O'Neill Jones, an **associate** profession of technical communications at MSCD, is the director of DVD.learn, the official training...

...Scenarist, Fusion and DVIDit! authoring tools and for InterActual Technologies' Web Connected DVDE software and **player**. Gabriela Weaver, an **associate** professor of chemistry at Purdue University, was developing a prototype funded by the National Science...

...also funded by NSF. Weaver says the WebDVD video/animations section will be taped on- **location** at several research sites in the world, to **show** off research being conducted by the leading scientists and engineers in the field. WebDVD, says...

15/3,K/4

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00139825 DOCUMENT TYPE: Review

PRODUCT NAMES: Mapping (830214); Business Graphics (830212)

TITLE: Grid-Based Mapping Identifies Customer Pockets and Territories
AUTHOR: Berry, Joseph K
SOURCE: GeoWorld, v15 n5 p22(2) May 2002
ISSN: 0897-5507
HOMEPAGE: <http://www.geoplance.com/gw/>

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20020930

A discussion is provided of methods for **characterizing** customers' spatial patterns in geocoding based on customer addresses, a feature of most desktop mapping...

...relationships in the patterns can be very helpful in making good business decisions, but the **viewing** approach is highly subjective. Grid-based map analysis tools can, however, objectively evaluate spatial patterns. Customers are **represented** in an example as red dots, while point-density analysis is performed as a quantitative investigation. Users can **view** spikes on a map that identify more customer tallies, and from this **viewpoint**, the eye relates larger bumps on the map to more customer concentrations. Another map surface shown summarizes the number of customers in the vicinity of each map **location**, and a process is shown that identifies pockets of unusually high customer density. The mean...

...histogram shows the cutoff used, which is more than one standard deviation above the mean. **Color - coded** peaks shown on a surface map spatially locate such areas, which are transferred to a desktop mapping system. Also shown in **color** is the general pattern of customers and partitioning of the pattern into spatially balanced groups.

15/3,K/5

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00137995 DOCUMENT TYPE: Review

PRODUCT NAMES: Visual Net (046256

TITLE: A renaissance man in these Internet times branches out once again
AUTHOR: Conrath, Chris
SOURCE: Computerworld Canada, v18 n5 p6(1) Mar 8, 2002
ISSN: 1484-9089
HOMEPAGE: <http://www.lti.on.ca>

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20020730

PRODUCT NAMES: Visual Net...

...the co-author of the XML, is the founder of Antarcti.ca, which provides the **Visual** Net application that draws a graphical map of information. For instance, a large medical database would be seen as a series of **color - coded** rectangle with an index on the side. The size of the rectangle **indicates** the quantity of datasets in each category. **Visual** Net is available for testing at map.net. Bray says he did not see any reason that only **personal** data should be **visual0**, while shared data was kept in query and response mode. Bray was also a co...

15/3,K/6

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00121754 DOCUMENT TYPE: Review

PRODUCT NAMES: AccuRender (484806); Merlin 3D (787922); DesignStudio (787914); trueSpace 4 (502111); Lightscape (595004)

TITLE: CAD Rendering Options: Third-party rendering options for CAD and...

AUTHOR: Grummon, Ann D

SOURCE: Desktop Engineering Magazine, v5 n4 p12(5) Dec 1999

ISSN: 1085-0422

HOMEPAGE: <http://www.deskeng.com>

RECORD TYPE: Review

REVIEW TYPE: Product Analysis

GRADE: Product Analysis, No Rating

REVISION DATE: 20030130

Robert McNeel & Associates ' AccuRender, Digital Immersion Software's Merlin 3D, Alias...

...Wavefront's DesignStudio, Caligari's trueSpace 4, and Discreet's Lightscape **Visualization** System are third-party rendering options for CAD and mechanical CAD that allow users to...

...s DesignStudio. AccuRender for Autodesk's CAD products provides accurate indirect lighting calculation, soft shadows, **color** bleeding, and lighting analysis tools. For realistic models, AccuRender provides raytracing for precise reflection, refraction, shadows, and other environmental factors. Merlin 3D provides substantial control over camera **views**, and NuGraf provides many rendering formats, including wireframe, **color** wireframe, hidden line, preview scanline, or full scanline/ray-trace rendering modes. Merlin 3D speeds development with an accurate Real-Time-To-Rendering solution so that **objects** are manipulated and moved around in high-quality textures. DesignStudio creates photorealistic images with textures, **color**, **highlights**, shadows, reflections, and backgrounds. trueSpace 4 has 3D widgets and menus that streamline the interface...

COMPANY NAME: Robert McNeel & Associates (

15/3,K/7

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00116787 DOCUMENT TYPE: Review

PRODUCT NAMES: KPT effects 5 Windows 9x & NT (436453)

TITLE: Supercharge Your Images

AUTHOR: Glinert, Susan

SOURCE: Computer Shopper, v19 n4 p380(1) Apr 1999

ISSN: 0886-0556

HOMEPAGE: <http://www.computershopper.com>

RECORD TYPE: Review

REVIEW TYPE: Product Analysis

GRADE: Product Analysis, No Rating

REVISION DATE: 20030221

...interface comprised of a central preview window, buttons for accessing

preset filter options and libraries, **color** and gradient selection panels, and memory dots for storing current layout and values. Each effect provides one or more floating minipanel to set additional options. In expanded mode, the panels **display** slider controls for incremental adjustments. The 3D lighting controls let users add and position light sources, and to **highlight** type, **color**, and brightness. An Environment panel loads images that can be reflected on an object's surface. New **coloring** modes produce feathers, snow crystals, and sharp horn patterns. Frax4D creates three dimensional sculptures of fractal space, but the filter operates by creating two-dimensional **representations** and is the least intuitive of the bunch. ShapeShifter creates beveled and texturized **objects** such as buttons and headline text. The Noise filter generates naturalistic patterns that look like...

15/3,K/8

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00102479 DOCUMENT TYPE: Review

PRODUCT NAMES: Lightscape 3.0 Windows 95 & NT (595004)

TITLE: Lightscape Visualization System v3.0
AUTHOR: LaFon, Ron
SOURCE: CADalyst, v14 n6 p48(2) Jun 1997
ISSN: 0820-5450
HOMEPAGE: <http://www.cadonline.com>

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20030130

TITLE: Lightscape Visualization System v3.0

Lightscape Technologies' Lightscape Visualization System 3.0 is currently the only PC-based renderer that provides radiosity rendering, but...
...are excellent and make rendering much closer to photorealism. This release, which follows one that **represented** the product's migration from the Silicon Graphics workstation market to the PC environment, marks...

...lower price. Radiosity rendering creates accurate simulations of the diffused light in a scene, allowing **colorful objects** to flood muted, **colored** light into the environment and onto other **objects** to create an understated, gradiated lighting effect with soft shadows. Ray tracing traces the path of light in a scene and is the best solution for producing specular **highlights** and reflections. Lightscape uses both radiosity and ray tracing to generate astoundingly realistic renderings and animations. Performance on- **screen** is about double that of Lightscape 2.0, and better memory use allows Lightscape 3...

15/3,K/9

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00076918 DOCUMENT TYPE: Review

PRODUCT NAMES: Microsoft Visual Basic for Applications (VBA) (559466);
Microsoft Object Linking & Embedding (OLE) (387321)

TITLE: OLE Makes a Most Excellent Mapping Program
AUTHOR: Leonhard, Woody Chen, Vincent
SOURCE: PC/Computing, v8 n4 p188(3) Apr 1995
ISSN: 0899-1847

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20001130

PRODUCT NAMES: Microsoft Visual Basic for Applications (VBA...

Visual Basic for Applications (VBA), a universal macro language
ostensibly supporting all Windows applications, appears to...

...called Mapper, uses OLE Auto to allow Excel control of Visio; the output
is a color coded map of the U.S. with colors that represent sales
numbers.

DESCRIPTORS: Distributed Objects ; IBM PC & Compatibles; Program
Development; Visual Basic; Windows
?

18/3,K/1

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00137958 DOCUMENT TYPE: Review

PRODUCT NAMES: MacOS X (053929); Studio Artist 2 (780812); Media 100i 8
(047481)

TITLE: MacWorld Rides Again: Innovations in OS X and a flight of new OS...

AUTHOR: Leland, Joe

SOURCE: Videography, v27 n2 p32(3) Feb 2002

ISSN: 0363-1001

HOME PAGE: <http://www.videography.com>

RECORD TYPE: Review

REVIEW TYPE: Product Analysis

GRADE: Product Analysis, No Rating

REVISION DATE: 20020730

Synthetik's Studio Artist 2 and Media 100's Media 100i 8 are **highlighted**
in a discussion of the ways in which Apple Computer's Macintosh OS X and...

...made on the iMac. Steve Jobs invited Dan Gregorie of LucasFilm, an
animatics supervisor, to **explain** how 4,000 shots from the next 'Star
Wars' feature film were constructed as animatic...

...and OS 9 include the compelling Final Cut Pro 3 upgrade, which now
provides professional **color** correction, software video scopes, G4
real-time effects, a Boris titler (Calligraphy), and a rough...

DESCRIPTORS: Apple Macintosh; Digital **Video** ; **Entertainment** Industry;
Graphics Tools; Hardware Selection; MacOS X

?

19/3,K/1

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00134167 DOCUMENT TYPE: Review

PRODUCT NAMES: WebNM (015768)

TITLE: Toolkits vs frameworks for network management

AUTHOR: Zwiers, Joe

SOURCE: Serverworld, v15 n8 p16(2) Aug 2001

ISSN: 1091-4986

HOME PAGE: <http://www.serverworldmagazine.com>

RECORD TYPE: Review

REVIEW TYPE: Product Analysis

GRADE: Product Analysis, No Rating

REVISION DATE: 20020630

...FSIS). The FSIS did not have the resources to run a framework such as Computer Associates International's (CA's) Unicenter, but WebNM, a toolkit, says spokesperson Kevin Schulke, 'is able...

...administration, desktop administration, and software inventorying. Historical data are also tracked and graphed, and a **color - coded** map is provided that **represents** the network. A framework system requires a year or more to configure and deploy, WebNM...

...3,000, including licensing, customization, and installation. Frameworks provide large network administrators with a central **location** from which to monitor and control systems, and they provide many features not found in ...

19/3,K/2

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00130366 DOCUMENT TYPE: Review

PRODUCT NAMES: Microsoft Streets & Trips 2001 (677302)

TITLE: Six Million Miles of Roads on a Disc: With Microsoft Streets &...

AUTHOR: Pack, Thomas

SOURCE: Link-Up, v18 n3 p6(1) May/Jun 2001

ISSN: 0734-988X

HOME PAGE: <http://www.infotoday.com>

RECORD TYPE: Review

REVIEW TYPE: Review

GRADE: A

REVISION DATE: 20030330

...on a disc,' makes it easier than ever to plan a route from any one **place** in North America to any other. It gets excellent grades overall. This release has new...

...convention centers, gas stations, rest areas, retailers, campgrounds,

and freeway exists. Users can annotate and **personalize** maps with graphical pushpins that mark **places** or **represent** imported data. Other tools with which the map can be annotated are a Drawing Toolbar that allows travelers to add callouts, shapes, **colors**, and notes; a **Highlighter**; a Distance Tool; and an Optimized Routing feature that automatically re-orders stops for the...

19/3,K/3

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00122321 DOCUMENT TYPE: Review

PRODUCT NAMES: Field Trip to Yesterday (790184)

TITLE: Software: focus on video and DVD
AUTHOR: Schneider, Jim
SOURCE: THE Journal, v27 n6 p72(3) Jan 2000
ISSN: 0192-592X
HOMEPAGE: <http://www.thejournal.com>

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20010630

Disney Educational Productions' Summer of the Monkeys, Hawkhill **Associates** ' Human Genome Project, Sunburst's A Field Trip to Yesterday, and Goldhil's Trinity & Beyond: The Atomic Bomb Movie and WWII In **Color** are among **highlighted** video and DVD products useful in interactive classroom learning environments. Summer of the Monkeys has...
...to accompany video features activities that help students develop writing skills, pinpoint story elements, analyze **characters**, and explore writing techniques, including foreshadowing. The Human Genome Project, which is for high school...

19/3,K/4

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00111442 DOCUMENT TYPE: Review

PRODUCT NAMES: SecureWin (706337); Cookie Pal 1.2 (723371); Spam Buster 1.4 (722171); PGP for Personal Privacy (674567); SecurPC 2.0 (546232)

TITLE: The Defenders: The best cookie killers, spam stoppers, e-mail encr...
AUTHOR: Gibbs, Mark Lasky, Michael S
SOURCE: PC World, v16 n9 p140(10) Sep 1998
ISSN: 0737-8939
HOMEPAGE: <http://www.pcworld.com>

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20030330

...PRODUCT NAMES: 722171); PGP for Personal Privacy...

...Kookaburra Software's Cookie Pal 1.2, Contact Plus's Spam Buster 1.4, Network Associates' PGP for Personal Privacy, and Security Dynamics' SecurPC 2.0 are among many **highlighted** products intended to defend a PC from cookies and spam. Many security utilities do not...

...SecureWin, with its support for encryption and many other features, passed all tests with flying **colors**. For e-mail encryption, PGP for Personal Privacy performed best of the four products tested. Anonymous Cookie is free, and allows the Internet Explorer browser to refuse cookies from advertisers. Among other cookie-cutters **highlighted** are Cookie Crusher 1.6, IEclean 4.2, and Buzof 1.4.4. Spam assassins...

...well. All the encryption packages described provide at least 40-bit encryption, but PGP for Personal Privacy scrambles e-mail with keys up to 4096 bits long, a level of difficulty...

...COMPANY NAME: 510891); Network Associates Inc...

19/3,K/5

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00106409 DOCUMENT TYPE: Review

PRODUCT NAMES: America Online 4.0 Beta (281565)

TITLE: AOL 4.0: By George, They've Almost Got It!
AUTHOR: Crowe, Elizabeth P
SOURCE: Computer Currents, v15 n23 p28(1) Nov 25, 1997
ISSN: 8756-0046

RECORD TYPE: Review
REVIEW TYPE: Review
GRADE: A

REVISION DATE: 20010430

...for Windows 95, 3.1, and the Macintosh. Testing of a 4.0 beta release **indicates** that the new software is easier to use, with a redesigned toolbar and more customization...

...create a connection profile. Dial-up numbers are available; several numbers are provided under each **location**. The toolbar is now **color-coded** according to function, with multiple buttons for mail, including My Files and the familiar Go To list. Surfing is available with another **color-coded** button, while the People section is green. A purple section lists stock quotes, AOL Exclusive...

19/3,K/6

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00103823 DOCUMENT TYPE: Review

PRODUCT NAMES: WordPerfect for the Macintosh (016215); Microsoft Word for

Apple Macintosh (732231); MacOS (701424)

TITLE: Going Against the Grain: Small firm converts to Macintoshes and...
AUTHOR: Saraceno, David A
SOURCE: Law Office Computing, v7 n4 p89(3) Aug/Sep 1997
ISSN: 1055-128X

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20010430

...s WordPerfect for the Macintosh and Microsoft's Microsoft Word for Apple Macintosh are products **highlighted** in a discussion of the computing configuration used by Dennis Conner, a **personal** injury attorney in Great Falls, Montana. Conner purchased two PowerPC 6100s, a PowerBook 520c laptop, a 6100 dedicated server, Apple 15- and 17-inch **color** monitors, an Apple 630 LaserWriter Pro EtherNet printer, an HP **color** ink-jet printer, network connectors, and an HP IIC scanner with an automatic document feeder...

...folder was called clients, and inside the folder, a folder for each client currently being **represented** is provided. In each client's folder are documents created for the client, including correspondence...

19/3,K/7

DIALOG(R) File 256:SoftBase:Reviews,Companies&Prods.
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00100650 DOCUMENT TYPE: Review

PRODUCT NAMES: Macromedia HomeSite 2.5 (655571)

TITLE: Web pros will like HomeSite's power
AUTHOR: Dugan, Sean
SOURCE: InfoWorld, v19 n19 p68A(2) May 12, 1997
ISSN: 0199-6649
HOMEPAGE: <http://www.infoworld.com>

RECORD TYPE: Review
REVIEW TYPE: Review
GRADE: B

REVISION DATE: 20020923

...quasi-WYSIWYG editing environment, because users can preview Web pages, and drag-and-drop image **placement** is supported. Many wizards are provided, but HomeSite is basically a tool for those willing...

...button brings up a wizard for laying out overall page parameters, including background and hyperlink **colors** or background images. Shortcut wizards are provided for such items as fonts, tables, stylesheets, and frames, and they automate many of the tedious tasks **associated** with HTML. HomeSite also has many keyboard shortcuts for formatting tags. Once users understand HomeSite's conventions, they can keep on formatting text without stopping except to **highlight** text. ActiveX, JavaScript, and Java applets are well supported, and an included wizard guides the...

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21/3,K/1

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00126405 DOCUMENT TYPE: Review

PRODUCT NAMES: Musicians (839655)

TITLE: Software Frees the Composer

AUTHOR: Eskow, Gary

SOURCE: Videography, v25 n7 p84(3) Jul 2000

ISSN: 0363-1001

HOME PAGE: <http://www.videography.com>

RECORD TYPE: Review

REVIEW TYPE: Product Analysis

GRADE: Product Analysis, No Rating

REVISION DATE: 20020630

A discussion of software-based music scoring **explains** that today's PC-based products substantially ease the process of cue timing, which formerly...

...the musician enters performances into the sequencer memory against a click track. A conventional piano- **type** keyboard is generally used for this task. Performances can then be sent out to any...

DESCRIPTORS: Digital Video ; Entertainment Industry; MIDI; Music; Musicians

21/3,K/2

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
(c)2003 Info.Sources Inc. All rts. reserv.

00117883 DOCUMENT TYPE: Review

PRODUCT NAMES: Games (834351)

TITLE: Your Cheatin' Heart: Favorite Game Got You Stumped?...

AUTHOR: Breen, Christopher

SOURCE: Macworld, p63(1) Jun 1999

ISSN: 0741-8647

HOME PAGE: <http://www.macworld.com>

RECORD TYPE: Review

REVIEW TYPE: Product Analysis

GRADE: Product Analysis, No Rating

REVISION DATE: 19990830

A gamer briefly **explains** some tricks for getting the most out of expensive **computer games**. In Diablo, **gamers** can duplicate items in the environment by dropping the item to be duplicated and walking...

...will hover, as when conventionally selected. The duplicated item's name, however, appears in the **description** box. When the hovering item is dropped, it becomes the item to be duplicated. Because...

21/3,K/3

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00114755 DOCUMENT TYPE: Review

PRODUCT NAMES: Future Cop: LAPD (737437)

TITLE: Future Cop

AUTHOR: Lee, John

SOURCE: PC Accelerator, v2 n2 p94(1) Feb 1999

ISSN: 1521-7795

HOME PAGE: <http://www.pcx1.com>

RECORD TYPE: Review

REVIEW TYPE: Review

GRADE: B

REVISION DATE: 20000330

...is useful as either a walker or hovercraft. A sexy female dispatcher, J.J. Ryder, **guides** cops through dangerous areas. Cops fight with a choice of 15 weapons that include rapid...

...The goal is to reach the crime lords. The other mode is Precinct Assault, a **type** of capture-the-flag, in which cops clash with the enemy in four L.A. districts. Multiplay is more emphasized here, where **gamers** battle the **computer**, an AI that calls itself Sky Captain and mocks the gamer, either alone or with...

21/3,K/4

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00106645 DOCUMENT TYPE: Review

PRODUCT NAMES: Slam Dunk Typing (689556); Schoolhouse Rock: 1st & 2nd Grade Essentials (689548); I:Spy (689564)

TITLE: The Learning Arcade

AUTHOR: Abel, Amee O'Brien, Jennifer Bachman Bannan, Karen J

SOURCE: Computer Shopper, v18 n1 p314(1) Jan 1998

ISSN: 0886-0556

HOME PAGE: <http://www.computershopper.com>

RECORD TYPE: Review

REVIEW TYPE: Review

GRADE: A

REVISION DATE: 20010630

...s I:Spy are reviewed educational products suitable for use in the home. Slam Dunk **teaches** children how to **type** in a marvelous basketball environment that is very diverting, and the metaphor is highly successful

...by typing the proper keys, so that typing exercises can be fun. Any basketball or **video game** fan 10 years old or older will love Slam Dunk Typing. Graphically and audibly exhilarating...

...lessons begin when the learner enters the stadium and receives some beginning instructions from the **coach** . The learner is sent on the court to drill, and each of seven correctly typed...

...make the learning experience more effective than that of the book. For instance, audio and **text** are used when children search for particular objects in the Nature and Chalkboard games. Schoolhouse Rock **teaches** children between six and 10 many of the same skills learned at school, using characters...

21/3,K/5

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00103006 DOCUMENT TYPE: Review

PRODUCT NAMES: Preschool Mother Goose Windows & Macintosh (672882);
Disney's Ready to Read with Pooh Windows & Macintosh (672891); Mario
Teaches Typing 2 Windows & Macintosh (522368)

TITLE: The Learning Arcade

AUTHOR: Abel, Anee

SOURCE: Computer Shopper, v17 n8 p290(1) Aug 1997

ISSN: 0886-0556

HOME PAGE: <http://www.computershopper.com>

RECORD TYPE: Review

REVIEW TYPE: Review

GRADE: A

REVISION DATE: 20010630

...PRODUCT NAMES: 672891); Mario Teaches Typing 2 Windows & Macintosh...

...Preschool Mother Goose, Disney Interactive's Disney's Ready to Read with Pooh, and Mario **Teaches** Typing 2 are among reviewed multimedia- and CD-ROM-based educational software products designed for...

...with words. Each activity stars a character such as Pooh, Tigger, Eeyore, and others. Mario **Teaches** Typing has the jolly painter in a quandary: he has to **type** a magic spell to conquer Bowser, but he cannot **type** . In the process of learning to **type** , Mario **teaches** typing in zesty **video games** . Progress reports are provided periodically that tell learners what keystrokes need improvement, and users with...

21/3,K/6

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
(c)2003 Info.Sources Inc. All rts. reserv.

00102224 DOCUMENT TYPE: Review

PRODUCT NAMES: NeoBook Professional Windows 95 & Windows NT (528994)

TITLE: NeoSoft Authoring Tool Allows Inexperienced Users to Create
Multime..

AUTHOR: Staff

SOURCE: Information Today, v14 n6 p46(1) Jun 1997

ISSN: 8755-6286
HOMEPAGE: <http://www.infotoday.com>

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20010730

...books, presentations, disk-distributed brochures or greeting cards, electronic portfolios and resumes, education courseware, reference **guides**, catalogs, World Wide Web content, computer-based training materials, **electronic** magazines, **games**, sales tracts, and other applications. Users create publication screens by dragging and dropping **text**, images, and other items into a blank screen page. **Text**, graphics, animation, and audio files are easy to import into the program, and popular editing applications can be linked to make changes to imported items. Users can add rules, attractive **fonts**, control buttons, animated sprites, and other items. When the interface is finished, the publication is...

21/3,K/7

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00092122 DOCUMENT TYPE: Review

PRODUCT NAMES: **Libraries** (830066); **CD-ROMs** (830050)

TITLE: **Literature and CD-ROM: Strange Bedfellows or the Marriage of True...**

AUTHOR: Griffin, J R

SOURCE: **Computers in Libraries**, v16 n5 p66(5) May 1996

ISSN: 1041-7915

HOMEPAGE: <http://www.infotoday.com>

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20000830

The merging of CD-ROMs and literature gives libraries new education and **entertainment** tools, including **electronic** books like Allegro New Media's Turbobooks, Voyager's Expanded Books, and multimedia offerings such...
...World's Greatest Classic Books and Library of the Future. The last has the complete **text** of more than 1,750 works and a smart search engine for finding topics and...

...History, Women In Literature, and MegaBooks. Companion discs with background information and print version study **guides** are also available for use with a **text**. These can also be used by **teachers**. These and other CD-ROM-based literary products are recommended for the quantity of information provided and the information's integration with **text**.

21/3,K/8

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00077682 DOCUMENT TYPE: Review

PRODUCT NAMES: Mavis Beacon Teaches Typing (303585)

TITLE: Typing Tutors Duel for Kids' Attention
AUTHOR: Patton, Phil
SOURCE: ComputerLife, v2 n5 p63(1) May 1995
ISSN: 1076-9862
HOMEPAGE: <http://www.zdnet.com/complife>

RECORD TYPE: Review
REVIEW TYPE: Product Comparison
GRADE: Product Comparison, No Rating

REVISION DATE: 20010829

PRODUCT NAMES: Mavis Beacon Teaches Typing...

...his children his own bad experiences. The first product is based on Mario, the mustachioed **video game** character, and the second program is Mavis Beacon **Teaches Typing**. Mavis wins the new father's support, providing strong graphics-based design and sound...

...are beautifully drawn, colorful, and detailed. The exercises are good; for example, the learner must **type** fast enough to keep Dizzy the dog in the bathtub. Mario is fun for kids...

21/3,K/9

DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00072451 DOCUMENT TYPE: Review

PRODUCT NAMES: DIS (834807)

TITLE: Put Simulation on a Distributed Net
AUTHOR: Whitney, Ralph Anschuetz, Eric
SOURCE: Electronic Design, v42 n20 pES8(6) Oct 3, 1994
ISSN: 0013-4872
HOMEPAGE: <http://www.elecdesign.com>

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20001230

Both the defense and the **video - gaming** industries are concerned with networking simulation. A large base of simulators in the defense community **teaches** an individual or small group about the operation of one unit of equipment. However, more...
...for larger-scale training. DIS will allow a simulator to team-train with any other **type** of simulator on a LAN or WAN. Each individual simulator reports the actions of its...
?

File 344:Chinese Patents Abs Aug 1985-2003/Feb
(c) 2003 European Patent Office
File 347:JAPIO Oct 1976-2003/Jan(Updated 030506)
(c) 2003 JPO & JAPIO
File 350:Derwent WPIX 1963-2003/UD,UM &UP=200330
(c) 2003 Thomson Derwent

? ds

Set	Items	Description
S1	12045	(VIDEO OR COMPUTER OR ELECTRONIC) (3N) (GAME? OR GAMING OR ENTERTAINMENT)
S2	15995	ROLE()PLAYING OR SHOOTING OR FIGHTING
S3	4607	(COLOUR? OR COLOR?) AND (CODED OR HIGHLIGHT?)
S4	3788002	MESSAGES OR DESCRIPTION? OR TEXT OR CHARACTER()STRINGS OR FONTS OR TYPE
S5	246893	(INDICAT? OR REPRESENT? OR ASSOCIAT?) AND (PERSON? OR CHARACTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? OR OBJECTS OR MONSTER?)
S6	1488	S3 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S7	201400	HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS OR CHEETS (CHEAT OR CHEET) (3N)SHEETS OR CLUES
S8	1062607	IC=(G09G? OR G06F?)
S9	1	S1 AND S3 AND S5
S10	5	S1 AND S3 AND S4
S11	4	S10 NOT S9
S12	0	S1 AND S2 AND S3 AND S8
S13	0	S1 AND S2 AND S3
S14	486	S3 AND S5
S15	168	S14 AND S4
S16	45	S15 AND S8
S17	44	S16 NOT (S9 OR S10)
S18	33	S17 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S19	2	S18 AND TABLE?
S20	100242	IC=A63F?
S21	0	S18 AND S20
S22	36	S1 AND (COLOUR? OR COLOR?) AND (S4 OR S7) AND S5
S23	35	S22 NOT (S16 OR S9 OR S10)
S24	18	S23 AND (ONE OR SPECIFIC OR UNIQUE OR SINGLE)
S25	18	DISPLAY() (COLOR OR COLOUR) ()CODE?
S26	3	S25 AND S4
S27	3	S26 NOT (S22 OR S16 OR S9 OR S10)

9/3,K/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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012398059 **Image available**
WPI Acc No: 1999-204166/199917
XRPX Acc No: N99-150369

Key selection indicator for foldable data input keyboard
Patent Assignee: GOLDMAN A (GOLD-I)
Inventor: GOLDMAN A

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 5880712	A	19990309	US 95576482	A	19951221	199917 B

Priority Applications (No Type Date): US 95576482 A 19951221

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 5880712	A		10 G06F-003/023	

Key selection indicator for foldable data input keyboard

Abstract (Basic):

... generated by signal generator, when user operates specific key.
The detected signal is processed and **location** of finger tip is determined by a signal processor. The data related to key selection...
... switch is activated, sound is output by an alarm (79). The sensors detect and decode **coded** information on the keypad (40). Information is stored on the keypad as magnetic strips, imprinted **colored** or metallic ink or raised tactile code e.g. braille symbols on the keypad. The...
...For foldable data input keyboard used for computer, calculator, cash register, **video game** and musical instrument...
...Title Terms: **INDICATE** ;
?

11/3,K/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015035357 **Image available**
WPI Acc No: 2003-095873/200309
XRPX Acc No: N03-076043

Variable bit field coding method for 3D dimensional graphics in video games , involves assigning bit fields to code alpha or high resolution bits which form translucence on request and provide RGB5 or RGB4A3 to image component

Patent Assignee: NINTENDO CO LTD (NINT)
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 2002008053	A	20020111	JP 2001108979	A	20010406	200309 B

Priority Applications (No Type Date): US 2000585329 A 20000602

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 2002008053	A		14	G06T-015/00	

Variable bit field coding method for 3D dimensional graphics in video games , involves assigning bit fields to code alpha or high resolution bits which form translucence on...

Abstract (Basic):

... Bit fields are assigned to code the alpha resolution or high
color resolution bits. The same coding bits are assigned to form
translucence when requested else assigned...
... Used in video games , personal computer .
...

... DESCRIPTION OF DRAWING(S...

...The figure shows the RGB5 and RGB4A3 provided to image component by
coded format. (Drawing includes non-English language text).

11/3,K/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

015028760 **Image available**
WPI Acc No: 2003-089277/200308
XRPX Acc No: N03-070325

Multimedia data highlighting method for watching movie in PC, involves performing controlled arithmetic operation upon selected color component values of constituent pixels of multimedia data

Patent Assignee: OAK TECHNOLOGY INC (OAKT-N)
Inventor: CHAN T S; YI Y
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6456292	B1	20020924	US 2000480806	A	20000110	200308 B

Priority Applications (No Type Date): US 2000480806 A 20000110

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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Multimedia data highlighting method for watching movie in PC, involves performing controlled arithmetic operation upon selected color component values of constituent pixels of multimedia data

Abstract (Basic):

... An arithmetic operation is performed upon selected **color** component values of constituent pixels of multimedia data stream received from a DRAM, to output selectively **highlighted** multimedia data stream to a display. The arithmetic operation is controlled by a prestored **highlight** control bit.

DETAILED DESCRIPTION - ...

...For creating **highlight** effects in multimedia data for watching movie or other **entertainment** programs in personal **computer** .

...

...original multimedia data in DRAM is not modified or copied in order to create the **highlight** effects, the memory bandwidth and area are saved

...

... DESCRIPTION OF DRAWING(S)...

...The figure shows the flowchart explaining the multimedia data **highlighting** procedure

Technology Focus:

... The **highlighted** data is encoded into a format compatible with NTSC, PAC and SECAM protocols. The range of allowable **color** component values is in accordance with ITU-R 601 Standard.

...Title Terms: **HIGHLIGHT** ;

11/3,K/3 (Item 3 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014416242 **Image available**

WPI Acc No: 2002-236945/200229

Related WPI Acc No: 2002-040837

XRPX Acc No: N02-182256

Board game apparatus has game board with several partially overlapping color - coded playing areas that have common playing space

Patent Assignee: REESE ARCHITECT LTD P J (REES-N)

Inventor: REESE P J

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6332613	B1	20011225	US 2000575450	A	20000522	200229 B

Priority Applications (No Type Date): US 2000575450 A 20000522

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 6332613	B1	13	A63F-003/00	

Board game apparatus has game board with several partially overlapping color - coded playing areas that have common playing space

Abstract (Basic):

... 28). The playing areas and the corresponding playing-pieces that track the game progress, are **color - coded** .

... Enables computerization of the game and thus enables an
electronic game to be playable through Internet...

... DESCRIPTION OF DRAWING(S)
...Title Terms: **COLOUR** ;

11/3,K/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014341987 **Image available**
WPI Acc No: 2002-162690/200221
XRPX Acc No: N02-124076

**Prop controlled video system has tracking circuit for controlling pitch
and yaw by tracking position of colored dot relative to sphere of
spherical prop**

Patent Assignee: LUCENT TECHNOLOGIES INC (LUCE)

Inventor: ANDERSSON R L

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6243491	B1	20010605	US 96775482	A	19961231	200221 B

Priority Applications (No Type Date): US 96775482 A 19961231

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 6243491	B1	11	G06K-009/00	

... **controlled video system has tracking circuit for controlling pitch and
yaw by tracking position of colored dot relative to sphere of spherical
prop**

Abstract (Basic):

... A prop (10) consists of a uniform **colored** sphere (20) with
indentations (22). A circular dot (30) of a different **color** is
located on the surface of the sphere. Pitch and yaw control is provided
by the tracking circuit (118) of **video game** system by tracking the
position of dot (30) relative to sphere.

DETAILED DESCRIPTION - ...

...For use in control of **video game** or virtual reality systems...

...The prop as a sphere is relatively immune to **highlighting** , and does
not change its reflective characteristics with changes in orientation.
The prop can be...

... DESCRIPTION OF DRAWING(S...

...Uniform **colored** sphere (20
?

19/3,K/1 (Item 1 from file: 350)
DIALOG(R) File 350:Derwent WPIX
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014744805 **Image available**
WPI Acc No: 2002-565510/200260
XRAM Acc No: C02-160191
XRPX Acc No: N02-447635

**Biomolecular expression information processing system comprises
procedures and tables storing abundance datasets and hybridization data**
Patent Assignee: INCYTE PHARM INC (INCY-N)
Inventor: CHENG R J; COCKS B G; ENGLER T M; KERR J R; LASSAGNE S M; MASLYN
T J; RAO S D; SEILHAMER J J
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6408308	B1	20020618	US 9873045	A	19980129	200260 B
			US 9879094	A	19980323	
			US 98106607	A	19980629	

Priority Applications (No Type Date): US 98106607 A 19980629; US 9873045 P
19980129; US 9879094 P 19980323

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 6408308	B1	41	G06F-017/30		Provisional application US 9873045 Provisional application US 9879094

**Biomolecular expression information processing system comprises
procedures and tables storing abundance datasets and hybridization data**

Abstract (Basic):

... A biomolecular expression information processing system
comprising procedures and **tables** that stores abundance datasets and
hybridization data, is new.

DETAILED DESCRIPTION - ...

...a) **tablet** (s) for storing normalized datasets of expression intensities
from nucleic acid probe sequences, hybridization data...

...sample and microarray from which the normalized dataset was generated,
information identifying a microarray technology **type**, microarray
design information including technology data specifying global
characteristics of each microarray instance of the microarray
technology **type** and array element data specifying **characteristics**
of array elements of nucleic acid probe sequences in each microarray
instance of the microarray technology **type** ;
(...)

...b) procedures processing the normalized datasets in accordance with the
microarray design information **associated** with each dataset, where the
system stores technology data for multiple distinct microarray
technology types and stores array element data for multiple microarray
designs of a single technology **type**, is new...

...normalization procedure(s) processing the raw expression datasets in
accordance with the microarray design information **associated** with
each raw expression dataset, generating normalized dataset(s) from the
raw datasets using normalization...

...storing the normalized datasets based on the raw datasets and
procedures, and storing procedure identifiers **representing** the
procedures generating the normalized datasets...

...The invention provides data on the specific transcripts **represented** on the microarray and identifies the site or sites on the microarray having probes corresponding...

...transcript. It allows a user to compare elements of the datasets both graphically and in **tables**. It stores expression data for polypeptide sequences that was generated by the microarrays using antibodies...

... **DESCRIPTION** OF DRAWING(S)

Technology Focus:

... Preferred System: One microarray technology **type** generates a first raw expression dataset from a single hybridization and another microarray technology **type** generates at least two raw expression datasets from a single hybridization. The first dataset and...

...second normalized dataset as a comparison dataset and generates a set of expression ratio values **representing** ratios of expression intensities in the comparison and base expression datasets...

...method. Processing biomolecular expression data further comprises selecting expression datasets including selecting a protein function, **displaying** identification information for expression datasets with elements having the selected protein function. At least a subset of the elements has a transcript identifier. Pseudoarrays are compared by **displaying** the set of identified elements, **displayed** as a **colored** spot with **color - coded** intensity or in a **table** showing numerical value for the intensity.

...Title Terms: **TABLE** ;

International Patent Class (Main): **G06F-017/30**

19/3,K/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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013515726

WPI Acc No: 2000-687672/200067

XRAM Acc No: C00-209408

XRPX Acc No: N00-508388

Displaying **assay results, particularly high-throughput screening assay results, comprising presenting the results in a discrete color - coded format in a graphical form on a display screen**

Patent Assignee: TROPIX INC (TROP-N)

Inventor: CARLSON N; PALMER M A J

Number of Countries: 089 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200068810	A1	20001116	WO 2000US12364	A	20000505	200067 B
AU 200048244	A	20001121	AU 200048244	A	20000505	200112

Priority Applications (No Type Date): US 99133113 P 19990507

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

WO 200068810 A1 E 183 G06F-015/00

Designated States (National): AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW

24/3,K/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015196782 **Image available**
WPI Acc No: 2003-257316/200326
XRPX Acc No: N03-204196

Instinct board and computer game device has 128 checkered equidistant square spaces set uniformly around non-active square section, with several teams of eight independent armaments and corresponding cards

Patent Assignee: JACKSTONBURG J (JACK-I)
Inventor: JACKSTONBURG J
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
AU 200151903	A	20021212	AU 200151903	A	20010607	200326 B

Priority Applications (No Type Date): AU 200151903 A 20010607

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
AU 200151903	A	9	A63F-003/00	

Instinct board and computer game device has 128 checkered equidistant square spaces set uniformly around non-active square section, with...

Abstract (Basic):

... square section. Several teams of eight independent complimentary armaments (A-H) of individual expression or **character**, each having corresponding card that governs its set choice and move, and **one** accordant wild card per team. Each team's armaments and corresponding cards possess a theme or **color** that differs mutually.
... Instinct board and **computer game** device...

...As several teams of **players** are allowed to play, the interest in the game play is improved...

... **DESCRIPTION** OF DRAWING(S)...

...The figure shows the plan views of instinct board and **computer game** device and the **associated** armaments

24/3,K/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014942093 **Image available**
WPI Acc No: 2003-002606/200301
XRPX Acc No: N03-001958

Snooker dice game set comprises several dices with indicia representing specific color or function for different scores

Patent Assignee: BAINBRIDGE P G (BAIN-I)
Inventor: BAINBRIDGE P G
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
GB 2374295	A	20021016	GB 20019090	A	20010411	200301 B

Priority Applications (No Type Date): GB 20019090 A 20010411

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes
GB 2374295 A 37 A63F-003/00

Snooker dice game set comprises several dices with indicia representing specific color or function for different scores

Abstract (Basic):

... A **player** selects an indicia (11) from a group of indicia displayed on the scoring die (Y,G,BR), blue die (B), pink die (P) and **color** die (C). The group of indicia **represents** POT, MISS, SNOOKER, FOUL, OUT, yellow, green, brown, blue, pink, and black for different scores...

DETAILED DESCRIPTION - ...

...2) **Electronic snooker game apparatus...**

... **DESCRIPTION OF DRAWING(S...**

... **Color die (C**

...Title Terms: **REPRESENT ;**

24/3,K/3 (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014540957 **Image available**
WPI Acc No: 2002-361660/200239
XRPX Acc No: N02-282695

Method of enabling operator to enter several inputs, including symbols, to data processor assigning each switches to specific finger of operator and providing legend indicating combination of indicia for each of plurality of inputs

Patent Assignee: EHRENBURG H (EHRE-I)

Inventor: EHRENBURG H

Number of Countries: 086 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200208849	A2	20020131	WO 2001IB1534	A	20010716	200239 B
AU 200187948	A	20020205	AU 200187948	A	20010716	200241

Priority Applications (No Type Date): US 2000621751 A 20000724

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

WO 200208849 A2 E 96 G06F-000/00

Designated States (National): AE AG AL AU BA BB BG BR BY BZ CA CN CO CR
CU CZ DM DZ EE GE HR HU ID IL IN IS JP KP KR LC LK LR LT LV MA MG MK
MN MX NO NZ PL RO SG SI SK TT UA UZ VN YU ZA

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

AU 200187948 A G06F-000/00 Based on patent WO 200208849

... **enabling operator to enter several inputs, including symbols, to data processor assigning each switches to specific finger of operator and providing legend indicating combination of indicia for each of plurality of inputs**

Abstract (Basic):

... which an operator can generate a number of inputs by entering chords, each comprising a **unique** combination of switches. A legend

indicates a combination of indicia for each of the number of inputs. The indicia may be selected from the class consisting of **colors** and tactile indicia, **representing** a **specific** finger of the operator.

DETAILED DESCRIPTION - ...

...In different systems for manual input for a computer, a television, a telephone and a **game computer** etc...

...Provides a simple, efficient, intuitive, accurate, and powerful manual input system for menu selection, **character** input, and command input, which requires only infrequent, effective, and efficient use of a pointing...

... DESCRIPTION OF DRAWING(S...

... **colored** keys (74,76,78,80,82,84,86,88,90,92...

...visual **representation** (94

...Title Terms: **SPECIFIC** ;

24/3,K/4 (Item 4 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

014300305 **Image available**

WPI Acc No: 2002-121009/200216

Related WPI Acc No: 1996-320804; 1998-229500; 1998-582331; 1999-589333;

2000-021921; 2000-115572; 2000-586075; 2000-671899; 2002-236222;

2002-442195; 2002-626071

XRPX Acc No: N02-090749

**Keno ticket for playing live or electronic video keno games
comprise spots arranged in matrix, each spot divided into three sections,
each section being isometric representation of square**

Patent Assignee: MOODY E W (MOOD-I)

Inventor: MOODY E W

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6315291	B1	20011113	US 95495952	A	19950628	200216 B
			US 9619879	A	19960617	
			US 96755174	A	19961125	
			US 97900965	A	19970725	
			US 9883531	A	19980522	
			US 98175226	A	19981020	
			US 99244601	A	19990204	
			US 99439755	A	19991115	

Priority Applications (No Type Date): US 9619879 P 19960617; US 95495952 A 19950628; US 96755174 A 19961125; US 97900965 A 19970725; US 9883531 A 19980522; US 98175226 A 19981020; US 99244601 A 19990204; US 99439755 A 19991115

Patent Details:

Patent No Kind Lan Pg Main IPC
US 6315291 B1 9 A63F-003/06

Filing Notes

CIP of application US 95495952
Provisional application US 9619879
CIP of application US 96755174
CIP of application US 97900965
CIP of application US 9883531
CIP of application US 98175226

CIP of application US 99244601
CIP of patent US 5531448
CIP of patent US 5732950
CIP of patent US 5823873
CIP of patent US 6007066
CIP of patent US 6098985

**Keno ticket for playing live or electronic video keno games
comprise spots arranged in matrix, each spot divided into three sections,
each section being isometric representation of square**

Abstract (Basic):

... in a matrix, with each spot divided into three sections, each
section being an isomteric **representation** of a square. **One** section
(1, 12, 16, 17, 25, 34, 48, 54, 57) is designated by a marking with a
color , a second section (22, 33, 51, 59, 65, 68) designated by a
second marking, and...

...27, 33, 51, 66, 73, 78) is designated by a third marking with a third
color .

DETAILED DESCRIPTION - ...

...For playing live or **electronic video keno games** .

...

...increase in revenue to the gaming establishment and an increase in game
appeal to the **player** . The keno game is speeded up thus increasing the
revenue to the gaming establishment. Additional payout opportunities is
provided to the **player** thus improving appeal of the game to the
player .

...

... **DESCRIPTION OF DRAWING(S)**...

...The figure shows a **representative** keno ticket display usable in the
method

...Title Terms: **REPRESENT** ;

24/3,K/5 (Item 5 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

013851884 **Image available**

WPI Acc No: 2001-336097/200136

Related WPI Acc No: 2003-208562

XRPX Acc No: N01-242611

**Interactive three-dimensional computer graphics system, such as home
video game system, has borderlines generated after image has been
rendered into frame buffer**

Patent Assignee: NINTENDO CO LTD (NINT)

Inventor: YASUMOTO Y

Number of Countries: 030 Number of Patents: 006

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
CA 2319279	A1	20010324	CA 2319279	A	20000913	200136 B
AU 200056527	A	20010329	AU 200056527	A	20000906	200136
BR 200004415	A	20010410	BR 20004415	A	20000925	200136
JP 2001134779	A	20010518	JP 2000289625	A	20000922	200144
EP 1094421	A2	20010425	EP 2000308274	A	20000921	200203

CN 1316723 A 20011010 CN 2000128840 A 20000922 200207

Priority Applications (No Type Date): US 99468109 A 19991221; US 99155660 P 19990924

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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CA 2319279	A1	E	61	A63F-013/00	
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AU 200056527	A			G06T-015/70	
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BR 200004415	A			G06T-015/70	
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JP 2001134779	A		24	G06T-015/00	
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EP 1094421	A2	E	35	G06T-011/20	
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Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT

LI LT LU LV MC MK NL PT RO SE SI

CN 1316723	A			G06T-015/00	
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Interactive three-dimensional computer graphics system, such as home video game system, has borderlines generated after image has been rendered into frame buffer

Abstract (Basic):

... pixels are located at silhouette or other edges of the object, and selectively blends border **coloration** into those pixels which are then displayed. Silhouette edges are located by comparing pixel depth

... DETAILED DESCRIPTION - ...

...control device providing user-actuated real time input. A storage medium stores three-dimensional data **representing** at least **one** cartoon **character** . Buffer memory storing image data is coupled to the 3D graphics pipeline rendering image data corresponding to the cartoon **character** . A filter coupled to the buffer memory applies a cartoon outlining function to the image data to automatically draw a distinct border line around the cartoon **character** . The graphics pipeline and buffer memory are disposed on a **single** semiconductor substrate, and filter operates on pixel data in process of writing pixel data for pixel **color** data. AN INDEPENDENT CLAIM is made for method of generating non-photo realistic visual effects...

...lines at silhouette and other edges within a 3D video graphics system such as home **video game** console...

... DESCRIPTION OF DRAWING(S)

24/3,K/6 (Item 6 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2003 Thomson Derwent. All rts. reserv.

013110548 **Image available**

WPI Acc No: 2000-282419/200024

XRPX Acc No: N00-212558

Illuminated key pad system for data entry and remote control terminals, includes light source within panel for illuminating panel and window for allowing portion of light from light source to illuminate key pad

Patent Assignee: DECKER M R (DECK-I)

Inventor: DECKER M R

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6040822	A	20000321	US 95502913	A	19950717	200024 B

Priority Applications (No Type Date): US 97959674 A 19971029; US 95502913 A 19950717

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 6040822	A		9	G09G-005/00	CIP of application US 95502913
					CIP of patent US 5684513

Abstract (Basic):

... A window allows a portion of light from the light source to illuminate at least **one** key pad (12'). Optional gate (202') is provided for adjusting the illumination of the key...

... For data entry and remote control terminals such as laptop computers, **personal** digital assistants, palm tops, **color** and black-white notebooks, sub-notebooks, remote teleprompter presenter screen-keyboards, pagers, alpha-numeric pager-organizers, desktop computer, playback, facsimile machines, TVs, **video games**, airplane **entertainment** consoles, avionic system, automotive system, navigation systems and musical instruments...

...As the light generated by a device **associated** with the keyboard is used for lighting the keyboard, the cost is reduced. Since the illuminated keyboard system utilizes the existing light source on the device **associated** with the keyboard, the illuminated keyboard system does not affect the power consumption of the...

... DESCRIPTION OF DRAWING(S)

24/3,K/7 (Item 7 from file: 350)
 DIALOG(R)File 350:Derwent WPIX
 (c) 2003 Thomson Derwent. All rts. reserv.

012923962 **Image available**
 WPI Acc No: 2000-095798/200008
 XRPX Acc No: N00-073901

Color **signature detection method for detecting objects on display screen in video game systems**

Patent Assignee: VLSI TECHNOLOGY INC (VLSI-N)
 Inventor: CHAMBERS P; EIDSON M; EVOY D R; GOFF L C
 Number of Countries: 001 Number of Patents: 001
 Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 5995112	A	19991130	US 97879152	A	19970619	200008 B

Priority Applications (No Type Date): US 97879152 A 19970619

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 5995112	A		8	A63F-009/22	

Color **signature detection method for detecting objects on display screen in video game systems**

Abstract (Basic):

... an external pointer (13). The pointer then transmits detected signal to display controller (12) to **indicate** the object pointed on the screen. The controller then determines **location** of pointer **indicated** object.

DETAILED DESCRIPTION - ...

...The object identification signal is a **unique color** signal that includes a set of **color** components. The signal is detected based on peak amplitude of each **color** components. The peak amplitude is sampled and digitized...

...In **video game** systems...

... **DESCRIPTION** OF DRAWING(S)...

... **Objects** (10A,10B

24/3,K/8 (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012881283 **Image available**
WPI Acc No: 2000-053117/200004
XRPX Acc No: N00-041376

Portable three dimensional digitization system for determining three dimensional profiles of objects in computer-aided processing etc.

Patent Assignee: METACREATIONS CORP (META-N); VIEWPOINT CORP (VIEW-N)
Inventor: ABADJEV V; AFANASSENKOV A; BERNSTEIN V; LEBEDEV A; MIGDAL A; PETROV M; SHELYEKHOVA V; ATANASSENKOV A; VERONIKA S

Number of Countries: 086 Number of Patents: 003

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 9958930	A1	19991118	WO 99US10677	A	19990514	200004 B
AU 9939917	A	19991129	AU 9939917	A	19990514	200018
US 6549288	B1	20030415	US 9885489	P	19980514	200329
			US 99312447	A	19990514	

Priority Applications (No Type Date): US 9885489 P 19980514; US 99312447 A 19990514

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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WO 9958930	A1	E	34	G01B-011/24	
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Designated States (National): AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW NL OA PT SD SE SL SZ UG ZW

AU 9939917	A		G01B-011/24	Based on patent WO 9958930
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US 6549288	B1		G01B-011/30	Provisional application US 9885489
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Portable three dimensional digitization system for determining three dimensional profiles of objects in computer-aided processing etc.

Abstract (Basic):

... triangulation based on the approach angle of light stripes onto the object. The 3D coordinates **representing** 3D profile of object, are then determined.

DETAILED DESCRIPTION - ...

...illuminate the object. The structured light pattern comprises light stripes of at least two different **colors**, with gradual variation in light intensity. The two patterns are emitted from the same apparent...
...the light source at a known position, detects a sequence of images containing at least **one** of structured light pattern image and uniform

illumination pattern image. The image containing structured light...
...reconstructive and plastic surgery, dentistry, internal medicine, rapid
prototyping and also for internet based 3D **computer games** .
...

...apparent source, numerical normalization of images is enabled, which
increases consistency in quality of digitizing **colored objects** and
also reduces the dependence on ambient light illumination. Increases
quality of digitization by utilizing...

... **DESCRIPTION OF DRAWING(S)**

24/3,K/9 (Item 9 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012662376 **Image available**
WPI Acc No: 1999-468481/199939
XRPX Acc No: N99-349803

**Computer graphic system for displaying rendered images with effects such
as shading and fog**

Patent Assignee: ALLIANCE SEMICONDUCTOR CORP (ALLI-N)

Inventor: GREENE S H

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 5940067	A	19990817	US 95574310	A	19951218	199939 B

Priority Applications (No Type Date): US 95574310 A 19951218

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 5940067	A	10	G09G-005/06	

Abstract (Basic):

... At least **one** pixel operand engine generates operand values
having X bits, corresponding to indexed pixel values with Y bits
generated by an indexed **color** engine (106). A back buffer (110)
stores a combined format data values having Z bits...

DETAILED DESCRIPTION - ...

...indexed pixel value are stored adjacent to each other, in an individual
back buffer storage **location** . The pixel operand engine has a shading
engine (108) that generates a lighting modulation operand...

...For displaying rendering images with various effects such as shading and
fog in **computer** visualization, modeling and **game** applications...

...Render look-up table uses fewer bits per pixel for **representing** same
rendered image, hence size of the back buffer is reduced...

... **DESCRIPTION OF DRAWING(S)**...

... **Color** engine (106)

24/3,K/10 (Item 10 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012588350 **Image available**
WPI Acc No: 1999-394457/199933
XRPX Acc No: N99-294840

Random icon generation method in electronic board game

Patent Assignee: MCKENZIE R B (MCKE-I); SWOLF R J (SWOL-I)

Inventor: MCKENZIE R B; SWOLF R J

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 5918883	A	19990706	US 9814749	A	19980128	199933 B

Priority Applications (No Type Date): NZ 314591 A 19970411; NZ 314172 A 19970131

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 5918883	A	11	A63F-003/00	

Random icon generation method in electronic board game

Abstract (Basic):

... Each **player** generates a series of random icons on generator and selects and **places** the playing pieces of allocated set of playing pieces on icons on playing surface corresponding to the icons generated. The generation of random icon is continued until a **player** forms a predetermined winning line required for winning the game.

DETAILED DESCRIPTION - ...

... **One** or more random icon generators are provided on playing surface of generating the occurrence of each icon. After ascertaining number of **players** and determining an initial **player**, the condition for winning the game regardless of any numerical values used is determined. After each **player** is allocated with set of playing pieces, the number of random icon generators are determined. The icons are set of **representation** which are selected from the group consisting of numbers, letters, **colors** sets of graphic **representations**, symbols or a combination of these. The number of playing piece is being determined by...

...In **electronic board game** .

...

...The game can be played by more than two or more **players** and the **players** may be remote from **one** another. Two or more dices can be used as random icon generators...

DESCRIPTION OF DRAWING(S)

24/3,K/11 (Item 11 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

008815945 **Image available**
WPI Acc No: 1991-319958/199144
XRPX Acc No: N91-245312

Alphabet learning game - displays individual letters of alphabets on video screen and has reader device enabling image selection

Patent Assignee: CROWE J E (CROW-I)

Inventor: CROWE J E

Number of Countries: 004 Number of Patents: 006

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
GB 2243478	A	19911030	GB 91105227	A	19910312	199144 B
AU 9175219	A	19911107				199201
CA 2039659	A	19911025				199203
US 5092777	A	19920303	US 90513971	A	19900424	199212
AU 644863	B	19931223	AU 9175219	A	19910423	199407
GB 2243478	B	19941005	GB 915227	A	19910312	199437

Priority Applications (No Type Date): US 90513971 A 19900424

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 5092777	A		11		
AU 644863	B			G09B-019/22	patent AU 9175219
GB 2243478	B		2	G09B-001/32	

...Abstract (Basic): Individual letters of the alphabet are displayed, together with an **indication** that a **player** of the game is required to identify the preceding or succeeding letter of the alphabet...

...The **indication** may take the form of the word 'before' or 'after' displayed with the displayed letter, and/or may take the form of **colouring**, e.g. of the letter(s) - green for 'succeeding', red for 'preceding'...

...reader (42), connected to the video screen (41) by a communicating device (45), enables the **player** to select an image (43) to be displayed on the screen...

...Abstract (Equivalent): A **teaching** and learning game to be used by at least **one player** to learn the alphabetical sequence of letters of the alphabet comprising: means for displaying a selected letter of the alphabet; means for displaying a first indicia to **indicate** to the at least **one player** to identify the letter of the alphabet immediately preceding said letter of the alphabet, said...

...alphabet preceding the selected letter, said means further being for displaying a second indicia to **indicate** to the at least **one player** to identify the letter of the alphabet immediately succeeding said letter of the alphabet, said...

...letter of the alphabet and exclusively of the first indicia, such that the at least **one player** may identify the letter of the alphabet as **indicated** by the indicia as displayed and points may be awarded to the at least **one player** for correctly identifying the letter of the alphabet...

...Abstract (Equivalent): respective block and further has marked, on two sides of the block, first indicia to **indicate** the preceding letter. Marked on two other sides of the block are second indicia to **indicate** the succeeding letters. A set of twenty-six cards have the letters of the alphabet marked in alphabetical sequence on the sides of the cards. **One** side of each card is marked with first indicia to **indicate** the preceding letter and the other side of each card is marked with second indicia to **indicate** the succeeding letter...

...Point scores are awarded to **players** correctly identifying the preceding or succeeding letter of the alphabet. Selected cards are further marked with scoring **indicators** to award bonus points to the **players**. The cards are marked with a number corresponding with the numerical sequence in alphabetical order...

...the letter of the alphabet marked on the respective side of the respective card. A **video game** can display a letter of the alphabet, first indicia showing a preceding letter and second...

...USE - Alphabet **teaching** and learning game...

24/3,K/12 (Item 12 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

007617929 **Image available**
WPI Acc No: 1988-251861/198836
XRPX Acc No: N88-191563

Service system for passenger vehicle e.g. aircraft - transmits menu data from head end appts. to terminal units at each passenger seat

Patent Assignee: SONY CORP (SONY)
Inventor: HIRAYASU M; ICHISE A; INOUE K; KONDO Y
Number of Countries: 013 Number of Patents: 010
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 281293	A	19880907	EP 88301450	A	19880219	198836 B
AU 8811204	A	19880901				198844
BR 8800777	A	19881004				198844
JP 63208995	A	19880830	JP 8742304	A	19870225	198904
US 4897714	A	19900130	US 88148571	A	19880126	199012
CA 1288494	C	19910903				199140
EP 281293	B	19920506	EP 88301450	A	19880219	199219
DE 3870669	G	19920611	DE 3870669	A	19880219	199225
			EP 88301450	A	19880219	
ES 2032008	T3	19930101	EP 88301450	A	19880219	199305
KR 9602443	B1	19960217	KR 881901	A	19880224	199909

Priority Applications (No Type Date): JP 8742304 A 19870225

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 281293	A	E	21		
Designated States (Regional): AT DE ES FR GB IT NL					
US 4897714	A		18		
EP 281293	B	E	24		
Designated States (Regional): AT DE ES FR GB IT NL					
DE 3870669	G			B64D-011/00	Based on patent EP 281293
ES 2032008	T3			B64D-011/00	Based on patent EP 281293
KR 9602443	B1			B64D-011/00	

...Abstract (Basic): units (200) at a respective passenger seat has a display such as an index-beam **type** flat **colour** television picture tube. A mean switch is actuated for displaying a menu on the display...

...Software for **video games** is stored in cartridges (as 148). Requests for a selected service are passed from the...

...Abstract (Equivalent): and display means (103); a plurality of terminal units (200), each provided at a respective **one** of a plurality of passenger seats, each terminal unit (200) having display means (61); and...

...for transmitting said data from said head end apparatus (100) to the terminal units (200); **characterised** in that: said head end apparatus (100) stores menu data in said memory means (141)...

...105) for recovering said menu data for subsequent transmission, said menu data including at least **one** menu and each menu including at least **one** menu item; each of said terminal units (200) is operable to display said menu data...

...from among the displayed menu data, and means (219) for generating a request signal which **indicates** the menu item selected by said selecting means (206) and which also includes an address...

...Abstract (Equivalent): data and means for recovering the menu data for subsequent transmission. The menu data includes **one** menu and each menu includes **one** menu item. A set of terminal units are each provided at a respective **one** of the passenger seats. Each terminal unit has means for displaying the menu data, means...

...menu item from among the menu data, and means for generating a request signal which **indicates** the menu item selected by the selector and includes an address signal identifying the terminal...

24/3,K/13 (Item 13 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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007226538

WPI Acc No: 1987-223546/198732

XRPX Acc No: N87-167193

Bar-code inscribed card reading educational game - comprises set of cards with different visual indicia that are selectively inserted upon audible request

Patent Assignee: MARVIN GLASS & ASSOC (GLSM)

Inventor: BRESLOW J D; KUNA W A

Number of Countries: 002 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
GB 2186415	A	19870812	GB 872088	A	19870130	198732 B
US 4729564	A	19880308	US 86827346	A	19860207	198813

Priority Applications (No Type Date): US 86827346 A 19860207

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
GB 2186415	A		4		
US 4729564	A		5		

...Abstract (Basic): card-reading educational (10) has a housing (12), a portion of which is styled to **represent** a head (14) of a **character** . Disposed within the head (14) is a liquid crystal display face (16). Within the housing...

...volume control knob (26). A slot (28) is provided for insertion into the housing of **one** of a number of cards (20) supplied with the game. Each card (20) bears visual indicia depicting a combination of number, size, **colour** and shape. Card (32) for example, has a numeral (34) in **one** corner with the number repeated in word form below the numeral, a word **description** (36) of the size and shape along the upper edge and a graphic showing (38)...

...A seven bar code (40) which identifies the particular combination of number, size, **colour** and shape shown in the card, appears along **one** side edge of the card. **One** hundred and twenty eight of such

combinations may be **represented** with the seven bar code. The game operates on whether a correct card has been...

...USE - As aid in helping child to learn various numbers, sizes, **colours** and shapes...

...Abstract (Equivalent): The **electronic game** includes cards, each bearing visual indicia of a combination of parameters. Each card has a bar code **indication** of the combination of parameters depicted by the visual indicia. Each card has a face...

...portion having a different combination of the parameters. A housing has a slot into which **one** of the cards may be inserted. An optical sensor within the housing reads the bar code on the inserted card. A request is made and a response is **indicated**.

...

...determined and a response is dictated based on the determination. The request making and response **indicator** includes a liquid crystal display facial caricature. (5pp)

24/3,K/14 (Item 14 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

004540317

WPI Acc No: 1986-043661/198607

XRPX Acc No: N86-031887

Creation and modification system for artificial images for video games
- uses object put in image memory and object description address saved in magazine memory

Patent Assignee: RTC RADIOTECHNIQUE COMPELEC (PHIG)

Inventor: GOUDE M; SIX J C

Number of Countries: 004 Number of Patents: 005

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 171120	A	19860212	EP 85201252	A	19850730	198607 B
FR 2569020	A	19860214				198613
US 4689616	A	19870825	US 85759765	A	19850729	198736
EP 171120	B	19890920				198938
DE 3573182	G	19891026				198944

Priority Applications (No Type Date): FR 8412672 A 19840810

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

EP 171120 A F 22

Designated States (Regional): DE FR GB

EP 171120 B F

Designated States (Regional): DE FR GB

Creation and modification system for artificial images for video games
- ...

...uses object put in image memory and object description address saved in magazine memory

...Abstract (Basic): filled completely with the image of a background in which an object is to be **placed**. The position of each object pixel is read and each time the image memory's...

...To displace **one** or more **objects** that may be overlapped by others, the above exchange is performed for each object involved but the order is the reverse of that used for placing the **objects** in the image.
(22pp Dwg.No 1/3)

...Abstract (Equivalent): 7) in an apparatus for displaying synthetic pictures subdivided into elementary points or pixels, whose **colour** and/or luminance are defined by digital codes in the said picture memory, in which a given position is assigned to each pixel, the picture comprising **objects** which can cover at least in part other **objects**, thus providing the visual effect of being arranged in front of the latter **objects**, the apparatus further comprising an object memory or magazine (5) which contains the **description**, pixel per pixel, of a plurality of **objects**, among which those **objects** are selected which are needed to construct the picture in the picture memory, and a register (4) in which data are stored **indicating** especially the position of the **objects** in the picture, **characterised** in that, the picture memory (7) being filled beforehand completely by a picture constituting a rear plane for arranging the **objects** in the picture, the position of each object to be **represented** is read **one** by **one** in the register (4) in the order in which the **objects** have to cover each other from the rear plane, while each time for each pixel ...

...picture memory are exchanged for those of the magazine (5), and in that, for displacing **one** or several **objects**, that may be covered by **one** or several other **objects**, first for each object involved an exchange of codes is effected between the picture memory and the magazine, but, if there are several **objects**, the latter are processed in the order inverse to that used for arranging the **objects** in the picture, in that then the position of the object(s) in the register...

...its new position in the picture by means of a new exchange by processing the **objects**, if there are several of them, in the order in which they have to cover...

...Abstract (Equivalent): method produces and modifies the contents of a picture memory (mapped memory) by means of **objects** to be **represented** described in an object memory. When an object is arranged in the picture, the picture...

...the latter was positioned were protected in the object memory at the address of the **description** of the object and taking its **place**.
...

...USE/ADVANTAGE - **Video games** . Low labour load of logic unit. (9pp)r

24/3,K/15 (Item 15 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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004436249

WPI Acc No: 1985-263127/198542

XRPX Acc No: N85-196741

Bingo type display with relocatable numbers - uses player skill to reorientate corner numbers already played to complete line and win

Patent Assignee: CONLEN T R (CONL-I)

Inventor: HAASE R

Number of Countries: 016 Number of Patents: 009

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 8504338	A	19851010	WO 85US484	A	19850322	198542 B

AU 8541504	A	19851101			198607
NO 8504660	A	19860217			198614
EP 176560	A	19860409			198615
BR 8506052	A	19860325			198618
FI 8504600	A	19851121			198640
US 4611811	A	19860916	US 84594882	A	19840322 198640
JP 61501889	W	19860904	JP 85501515	A	19850322 198642
DK 8505375	A	19851121			198647

Priority Applications (No Type Date): US 84594882 A 19840322

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

WO 8504338 A E 22

Designated States (National): AU BR DK FI JP MC NO

Designated States (Regional): AT BE DE FR GB LU NL SE

EP 176560 A E

Designated States (Regional): AT BE DE FR GB LU NL SE

Bingo type display with relocatable numbers...

...uses player skill to reorientate corner numbers already played to complete line and win

...Abstract (Basic): five grid some of the grid, preferably the third row and column, containing pre-determined **unique** symbols, as on a conventional Bingo card. The remaining sections which comprise groups of adjacent sections (41,42,43,44) are relocatable so that a **player** may locate the symbols in them into a given group...

...In the card version, the corner groups (41-44) are rotatable so that the **player** can use skill so as to achieve a line or column win. In the electronic version, background **colours** may be varied...

...Abstract (Equivalent): When the **player** has found a card that he wishes to retain, he then presses a control button on the console of the **video game** and the **game** begins. At first, the squares in the N-column and third row through the free space light up or change **colour** so that they contrast or stand out from the remaining squares. This is to **indicate** to the **player** that the number within those squares have been awarded to him in the form of...

...predetermined period of time, certain of the sixteen squares show lights and a change in **colour** while others remain unlit with no change in **colour**. At this point, the **player** is permitted to rotate the four squares within any **one** of the four corner groups to relocate the numbers in those squares and their background **colour** to new **locations**. The **person** rotates **one** or more of the groups reorienting the squares and their numbers in any way he...

...Title Terms: **TYPE** ;

24/3,K/16 (Item 16 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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004303150

WPI Acc No: 1985-130028/198522

XPX Acc No: N85-097828

Video image generating system - uses two memories read in conjunction to control colour image creation on TV screen

Patent Assignee: RADIOTECHNIQUE (PHIG)

Inventor: BOTTIAU M

Number of Countries: 004 Number of Patents: 005

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
FR 2553918	A	19850426	FR 8316637	A	19831019	198522 B
EP 145046	A	19850619	EP 84201491	A	19841016	198525
US 4754966	A	19880705	US 86909065	A	19860916	198829
EP 145046	B	19890104				198902
DE 3475974	G	19890209				198907

Priority Applications (No Type Date): FR 8316637 A 19831019

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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FR 2553918	A		26		
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EP 145046	A	F			
-----------	---	---	--	--	--

Designated States (Regional): DE FR GB

EP 145046	B	F			
-----------	---	---	--	--	--

Designated States (Regional): DE FR GB

... uses two memories read in conjunction to control colour image creation on TV screen

...Abstract (Basic): The image generation technique makes use of a topological memory (20) **representing** the image point by point, and a shape memory (31) in which the **objects** are described by successive segments **placed** in series in the memory. An image generator (26) makes used of the contents of...

...time by an interface (21) in order to allow the image generator to provide the **indication** of the **colour** to be reproduced on the screen at each instant. Modification of the contents of at least **one** memory may be effected during the image frame return time in order to alter the...

...USE - Generation of video images for use in **video game** .

...Abstract (Equivalent): picture displayed by a succession of lines in combination with line and field synchronising signals, **objects represented** by a series of segments arranged **one** above the other and each corresponding to a line of the picture, **characterised** in that: there is recorded in at least a so-called "topological" memory, for each...

...the picture in the course of which an object is encountered, a group of data **indicating** the start of the segment of the object at the level of that line and...

...substantially corresponding to the position of the segment in the picture, data chains constituting the **description** of the said segments constituting the **objects** are recorded in a so-called "shape" memory; opening and starting addresses for writing the said **objects** in the shape memory are recorded in an address register, **associated** with the topological memory, in positions corresponding respectively to each object number, the topological memory is read in synchronism with the display of the picture, when the **indication** for the start of a segment and the number of the **objects** of which it forms part are found there, reference is made to the position corresponding...

...number in the address register in order to find there the address at which the **description** of the segment to be **represented** is located in the shape memory, and finally, the chain of data describing this

segment...

...Abstract (Equivalent): The image generation circuit uses a topological memory (20) **represents** the picture element by element, and an object memory (31) in which **objects** are defined by consecutive line segments. The addresses of the line segments are sequentially loaded...

...the object memory, under control of the topological memory, to define at each instant the **colours** to be displayed on the screen...

...topological memory every field with new line segment addresses changes the display positions of the **objects** every field thus giving motion to the **objects**. The content of at least **one** memory is changed to change the position of the object images in the picture, during...

...ADVANTAGE - Processes large number of **objects** for simultaneous display. (8pp)c

...Title Terms: **COLOUR** ;

24/3,K/17 (Item 17 from file: 350)
 DIALOG(R)File 350:Derwent WPIX
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004020559

WPI Acc No: 1984-166101/198427

XRFX Acc No: N84-123619

Video game , combining two pictures on screen - has still and moving image pattern generators controlled by central processing unit

Patent Assignee: NINTENDO CO LTD (NINT); RICOH KK (RICO)

Inventor: UEDA H; YAGI H

Number of Countries: 005 Number of Patents: 018

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
DE 3346458	A	19840628	DE 3346458	A	19831222	198427	B
GB 2133257	A	19840718	GB 8333979	A	19831221	198429	
JP 59116693	A	19840705	JP 82234487	A	19821222	198433	
JP 59118184	A	19840707	JP 82234473	A	19821223	198433	
GB 2153640	A	19850821	GB 855369	A	19850301	198534	
CA 1221761	A	19870512				198723	
GB 2133257	B	19870729				198730	
GB 2153640	B	19870729				198730	
CA 1230670	A	19871222				198808	
JP 63107286	A	19880512	JP 823659	A	19821228	198825	
DE 3348279	A	19881027	DE 3348279	A	19831222	198844	
US 4824106	A	19890425	US 8714150	A	19870212	198919	
US 4918434	A	19900417	US 89344540	A	19890425	199020	
DE 3348279	C	19900809				199032	
DE 3346458	C	19910321				199112	
US 5125671	A	19920630	US 83564091	A	19831221	199229	
			US 86869383	A	19860530		
			US 8714150	A	19870212		
			US 90343783	A	19900424		
			US 90534305	A	19900607		
US 5308086	A	19940503	US 83564091	A	19831221	199417	
			US 86869383	A	19860530		
			US 8714150	A	19870212		
			US 89343786	A	19890426		
			US 90534305	A	19900607		
			US 92901030	A	19920619		
US 5560614	A	19961001	US 83564091	A	19831221	199645	

US 86869383	A	19860530
US 8714150	A	19870212
US 89343783	A	19890424
US 90534305	A	19900607
US 92901030	A	19920619
US 94215826	A	19940322

Priority Applications (No Type Date): JP 82234473 A 19821223; JP 82234487 A 19821222; JP 823659 A 19821228

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
DE 3346458	A		34		
US 5125671	A		20	G09G-001/16	Cont of application US 83564091 Cont of application US 86869383 Cont of application US 8714150 Cont of application US 90343783 Cont of patent US 4824106
US 5308086	A		15	A63F-009/24	Cont of application US 83564091 Cont of application US 86869383 Cont of application US 8714150 Cont of application US 89343786 Cont of application US 90534305 Cont of patent US 4824106 Cont of patent US 5125671
US 5560614	A		17	A63F-009/22	Cont of application US 83564091 Cont of application US 86869383 Cont of application US 8714150 Cont of application US 89343783 Cont of application US 90534305 Cont of application US 92901030 Cont of patent US 4824106 Cont of patent US 5125671 Cont of patent US 5308086

Video game , combining two pictures on screen...

...Abstract (Basic): The **video game** uses a moving picture pattern generator and a still picture pattern generator, with a central...

...A T.V. game system for use with a raster scanning **type** display and arranged to display at least **one** motion picture **character** on a screen of said display, comprising pattern data generating means for generating pattern data of at least **one** motion picture **character** , designation data generating means for generating designation data designating an identification and a display position of at least **one** motion picture **character** to be displayed on the screen of said display, first storing means in which the designation data, designating the identification and the display position of at least **one** motion picture **character** to be displayed in the next frame based on the designation data generated from said...

...display position of **one** or more motion picture **characters** to be displayed on the next following horizontal scanning line based on the designation data...

...area capable of storing pattern data of up to a predetermined number of motion picture **characters** which can be displayed on a horizontal scanning line at the same time, into which area pattern data of predetermined bits in the horizontal scanning direction of at least **one** motion picture **character** to be displayed as transferred from

- said pattern data generating means based on the designation...
- ...Abstract (Equivalent): A **colour** encoder comprising a **colour** generator for generating a **colour** code signal, said **colour** generator having a predetermined number of **colour** code signals and generating as an output **one** of said predetermined number of **colour** code signals in response to a **colour** selection signal supplied thereto, each **colour** code signal containing a phase selection code comprising a first predetermined number of bits and...
 - ...predetermined number of phase difference signals, each having a different relative phase and each being **associated** with **one** of said phase selection codes, in response to a reference signal, first selecting means for selecting **one** of said predetermined number of phase difference signals in response to the phase selection code of said **colour** code signal generated by said **colour** generator, second selecting means for selecting a level of said phase difference signal selected by said first selecting means in response to the level selection code of said **colour** code signal generated by said **colour** generator, and output means **associated** with said first and second selecting means for outputting a **colour** signal corresponding to the phase difference signal selected by said first selecting means, and oscillating...
 - ...A T.V. game system for use with a raster scanning **type** display and arranged to display at least **one** motion picture **character** on a screen of said display, comprising pattern data generating means for generating pattern data of at least **one** motion picture **character**, designation data generating means for generating designation data designating an identification and a display position of at least **one** motion picture **character** to be displayed on the screen of said display, first storing means in which the designation data, designating the identification and the display position of at least **one** motion picture **character** to be displayed in the next frame based on the designation data generated from said...
 - ...storing means, into which the designation data, designating the identification and the display position of **one** or more motion picture **characters** to be displayed on the next following horizontal scanning line based on the designation data...
 - ...area capable of storing pattern data of up to a predetermined number of motion picture **characters** which can be displayed on a horizontal scanning line at the same time, into which area pattern data of predetermined bits in the horizontal scanning direction of at least **one** motion picture **character** to be displayed as transferred from said pattern data generating means based on the designation...
 - ...GB2153640 A **colour** encoder comprising a **colour** generator for generating a **colour** code signal, said **colour** generator having a predetermined number of **colour** code signals and generating as an output **one** of said predetermined number of **colour** code signals in response to a **colour** selection signal supplied thereto, each **colour** code signal containing a phase selection code comprising a first predetermined number of bits and...
 - ...predetermined number of phase difference signals, each having a different relative phase and each being **associated** with **one** of said phase selection codes, in response to a reference signal, first selecting means for selecting **one** of said predetermined number of phase difference signals in response to the phase selection code of

said **colour** code signal generated by said **colour** generator, second selecting means for selecting a level of said phase difference signal selected by said first selecting means in response to the level selection code of said **colour** code signal generated by said **colour** generator, and output means **associated** with said first and second selecting means for outputting a **colour** signal corresponding to the phase difference signal selected by said first selecting means, and oscillating...

...Abstract (Equivalent): In a **video game** system including an external program memory, said system for providing a sequence of video signals

...

...a) storing motion picture data corresponding to plural motion picture **characters** to be displayed within a frame of video into an object attribute memory during a...

...data, motion picture identification data, and attribute data corresponding to each of plural motion picture **characters** ;

(...

...horizontal position and attribute data stored within said object attribute table memory defining motion picture **characters** to be displayed within a predetermined subsequent line of video during line scanning of at least **one** earlier line...

...d) addressing said **character** memory using said motion picture identification data during the horizontal blanking period utilized by said...

...e) producing motion picture **character** pattern data at an output of said **character** memory in response to said addresses applied by said applying step (d...The system for displaying desired picture on screen of raster scanning **type** TV set includes motion picture pattern and still picture pattern generators. A central processing unit...

...USE/ADVANTAGE - For application as TV game system. Displays increased number of **characters** without increasing number of pins when constructed on ICs...

...V. game system for displaying a desired picture on the screen of a raster scanning **type** T.V. set includes a motion picture pattern generator, a still picture pattern generator, a...

...ADVANTAGE - Displays increased number and kinds of moving **characters** without increasing number of pins when constructed in form of IC's...V. game is for displaying a desired picture on the screen of a raster scanning **type** T.V. set...

...ADVANTAGE - Can display increased no. of **characters** . (15pp...

...ADVANTAGE - Capability of displaying increased number and kinds of moving **characters** without increasing number of Pins of IC...

24/3,K/18 (Item 18 from file: 350)
 DIALOG(R) File 350:Derwent WPIX
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003734672
 WPI Acc No: 1983-730868/198332

XRPX Acc No: N83-138319

Video golf game machine for two or more players - has
microprocessor and colour video display and varies conditions of play
and allows player choice of short

Patent Assignee: WELLS C D (WELL-I)

Inventor: WELLS C D

Number of Countries: 014 Number of Patents: 007

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
GB 2113956	A	19830810				198332 B
EP 85483	A	19830810	EP 83300128	A	19830111	198333
AU 8310287	A	19830721				198335
ZA 8300174	A	19830901				198403
US 4504055	A	19850312	US 83456728	A	19830110	198513
EP 85483	B	19870930				198739
DE 3373869	G	19871105				198745

Priority Applications (No Type Date): GB 82917 A 19820113

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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GB 2113956	A		3		
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EP 85483	A	E			
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Designated States (Regional): AT BE CH DE FR GB IT LI LU NL SE

EP 85483	B	E			
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Designated States (Regional): AT BE CH DE FR GB IT LI LU NL SE

Video golf game machine for two or more players - ...

...has microprocessor and colour video display and varies conditions of
play and allows player choice of short

...Abstract (Basic): The machine enables **players** to play simulated golf
against each other. The machine presents a picture or plan of...

...strength, temperature, humidity, surface condition, condition of each
green and any other variable affecting all **players** alike. Each
player selects **type** of club and strength and direction of shot for
each shot. The game hardware consists...

...housing a specially developed microprocessor with extensive memory
capability and specially developed programme software, a **colour** video
display and up to four individual **player** control units, either on the
console or remotely operated...

...Abstract (Equivalent): game of golf, comprising a video screen (3), a
memory (32) storing the topography of **one** or more golf courses, first
means (30-36) for displaying on the screen (3) in...

...3) for varying the conditions of play, fourth means (5-7) selectively
operable by a **player** to make a choice of imaginary golf clubs and of
strengths and directions of imaginary shots, fifth means (19) for
indicating, on the plan view, the direction and steepness of slope of
the ground from **place** to **place**, and sixth means (30-36) for
plotting and for displaying on the screen (3) the...

...Abstract (Equivalent): strength, temperature, humidity, surface
condition, condition of each green and any other variable affecting all
players alike. Each **player** selects **type** of club and strength and
direction of shot for each shot. All instructions, options, directions

...Title Terms: COLOUR ;

?

27/3,K/1 (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2003 JPO & JAPIO. All rts. reserv.

07349854 **Image available**
SCREEN DISPLAY DEVICE

PUB. NO.: 2002-218345 [JP 2002218345 A]
PUBLISHED: August 02, 2002 (20020802)
INVENTOR(s): HOSOYA OSAMU
APPLICANT(s): MITSUBISHI ELECTRIC CORP
MITSUBISHI ELECTRIC SYSTEM LSI DESIGN CORP
APPL. NO.: 2001-008194 [JP 20011008194]
FILED: January 16, 2001 (20010116)

ABSTRACT

... 5 and 6 can be selected from each character code, thus displaying at least the **type** of color to be specified by the **display color code** stored at the display RAM 22 within the same screen, without making the storage capacity...

27/3,K/2 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014399422 **Image available**
WPI Acc No: 2002-220125/200228
XRPX Acc No: N02-168874

Electronic device display screen color setting method e.g. for computer, involves switching color of display screen from initial color to specific color based on stored color code

Patent Assignee: AIWA KK (AIWA-N)
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 2001209365	A	20010803	JP 200015016	A	20000124	200228 B

Priority Applications (No Type Date): JP 200015016 A 20000124
Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
JP 2001209365	A	10	G09G-005/02	

Abstract (Basic):

... **Display color code** of outer cladding color and affiliated color of specific section of electronic device, is stored
... **DESCRIPTION OF DRAWING(S)**

27/3,K/3 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014066928 **Image available**
WPI Acc No: 2001-551141/200162
XRPX Acc No: N01-409489

Entertainment system for role playing-, shooting-, driving or fighting game, displays words in a message of same type in same color
Patent Assignee: SONY COMPUTER ENTERTAINMENT INC (SONY); SONY COMPUTER ENTERTAINMENT KK (SONY)

Inventor: KAMINAGAYOSHI T; SHIMAMURA H

Number of Countries: 026 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 1080757	A2	20010307	EP 2000307636	A	20000904	200162 B
JP 2001154656	A	20010608	JP 2000267834	A	20000904	200162

Priority Applications (No Type Date): JP 99249364 A 19990902

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

EP 1080757 A2 E 30 A63F-013/10

Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT

LI LT LU LV MC MK NL PT RO SE SI

JP 2001154656 A 17 G09G-005/30

... for role playing-, shooting-, driving or fighting game, displays words
in a message of same type in same color

Abstract (Basic):

... combination of a data unit indicating a word such as a character
string and a **display color code** indicating color is corresponded
with the **type** of the word to be displayed with the main objects in a
scene using a...

DETAILED DESCRIPTION - ...

... DESCRIPTION OF DRAWING(S)

...Title Terms: **TYPE**

?

File 348:EUROPEAN PATENTS 1978-2003/Apr W04

(c) 2003 European Patent Office

File 349:PCT FULLTEXT 1979-2002/UB=20030508,UT=20030501

(c) 2003 WIPO/Univentio

? ds

Set	Items	Description
S1	8560	(VIDEO OR COMPUTER OR ELECTRONIC) (3N) (GAME? OR GAMING OR ENTERTAINMENT)
S2	7672	ROLE() PLAYING OR SHOOTING OR FIGHTING
S3	8201	(COLOUR? OR COLOR?) (3N) (CODED OR HIGHLIGHT? OR ASSIGNED OR SPECIFIED)
S4	1115642	MESSAGE?? OR DESCRIPTION? OR TEXT OR CHARACTER() STRING?? OR FONTS OR TYPE
S5	97953	(INDICAT? OR REPRESENT? OR ASSOCIAT?) (3N) (PERSON? OR CHARACTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? OR OBJECTS OR MONSTER?)
S6	1495	S3(7N) (DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S7	394793	HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS - OR CHEETS (CHEAT OR CHEET) (3N) SHEETS OR CLUES
S8	17	DISPLAY() (COLOR OR COLOUR) () CODE?
S9	112130	IC=(G09G? OR G06F?)
S10	5520	IC=A63F?
S11	0	S1(S) S2(S) S3(S) S4
S12	0	S1(S) S2(S) S3
S13	19	S1(S) S3
S14	5	S13(S) S4
S15	358	S3(3N) (S4 OR S7)
S16	63	S15(7N) (DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S17	1	S16 AND S10
S18	1	S17 NOT S14
S19	14	S13 NOT (S14 OR S17)
S20	1	S8 AND S10
S21	1	S20 NOT (S13 OR S14 OR S17)
S22	5	S19 AND S9
S23	0	S22 NOT (S13 OR S14 OR S17)
S24	29	S3(3N) S5
S25	4	S24 AND (S1 OR S10)

14/3,K/1 (Item 1 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00778300 **Image available**

MACHINE VISION SENSOR UTILIZING SPREADSHEETS
CAPTEUR DE VISION ARTIFICIELLE

Patent Applicant/Assignee:

COGNEX CORPORATION, One Vision Drive, Natick, MA 01760, US, US
(Residence), US (Nationality)

Inventor(s):

MCGARRY John, 12395 SW Corylus, Portland, OR 97224, US,

Legal Representative:

POWSNER David J (et al) (agent), Nutter, McClennen & Fish LLP, One
International Place, Boston, MA 02110-2699, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200111862 A2-A3 20010215 (WO 0111862)

Application: WO 2000US21787 20000809 (PCT/WO US0021787)

Priority Application: US 99370705 19990809; US 99370808 19990809; US
99370706 19990809; US 99160958 19991022; US 99169514 19991207

Designated States: JP

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

Publication Language: English

Filing Language: English

Fulltext Word Count: 111205

Fulltext Availability:

Claims

Claim

... image processing functions. Instead of a keyboard, it has a Control Pad, similar to the **game** pads used with **video games**. When setting up an application, you attach a monitor and a Control Pad, viewing an...a value, to determine correct parameter settings, or for process monitoring) and a status indicator (**color coded** for Pass/Fail/Wan-ling). Both are commonly used to operator output in the deployed...

...changing a value in a structure changes it in all formulas that refer to it. **Text** Manipulates **text** strings. For example, finding **text** within a string, replacing **text** in a string Functions with new **text** converting a string to lowercase or UPPERCASE, comparing two strings, and so on. Common uses...

14/3,K/2 (Item 2 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00405548 **Image available**

ROULETTE TABLE HAVING PROGRESSIVE JACKPOTS
TABLE DE ROULETTES AVEC POTS PROGRESSIFS

Patent Applicant/Assignee:

BACK TO BACK GAMING INC,

Inventor(s):

ZUSSMAN Charles S,
WEIN Thomas R,
GISELBRECHT Stefan,
HoDL Peter,
LECHNER Franz,
BUSCH Steven L,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9746293 A1 19971211

Application: WO 97US9397 19970606 (PCT/WO US9709397)

Priority Application: US 9619321 19960607; US 97796527 19970206

Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES

FI GB GE HU IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW

MX NO NZ PL PT RO RU SD SE SG SI SK TJ TM TR TT UA UG UZ VN GH KE LS MW

SD SZ UG AM AZ BY KG KZ MD RU TJ TM AT BE CH DE DK ES FI FR GB GR IE IT

LU MC NL PT SE BF BJ CF CG CI CM GA GN ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 9116

Fulltext Availability:

Detailed Description

Detailed Description

... 14,

Other means for indicating to the house that a player is playing the progressive **game** include **electronic**, weight, radiation and IR sensitive sensors or any other **type** of sensors located directly under the number positions in the progressive jackpot betting layout, In...number is determined by the wheel two or more times in succession, that number is **highlighted** by **color** inversion and/or flashing* Communications from the optical reader 22 and the jackpot layout 14...

14/3,K/3 (Item 3 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00344642

SYSTEMS AND METHODS FOR SECURE TRANSACTION MANAGEMENT AND ELECTRONIC RIGHTS PROTECTION

SYSTEMES ET PROCEDES DE GESTION SECURISEE DE TRANSACTIONS ET DE PROTECTION ELECTRONIQUE DES DROITS

Patent Applicant/Assignee:

ELECTRONIC PUBLISHING RESOURCES INC,

Inventor(s):

GINTER Karl L,

SHEAR Victor H,

SPAHN Francis J,

VAN WIE David M,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9627155 A2 19960906

Application: WO 96US2303 19960213 (PCT/WO US9602303)

Priority Application: US 95388107 19950213

Designated States: AL AM AT AU AZ BB BG BR BY CA CH CN CZ DE DK EE ES FI GB

GE HU IS JP KE KG KP KR KZ LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL

PT RO RU SD SE SG SI SK TJ TM TR TT UA UG UZ VN KE LS MW SD SZ UG AZ BY

KG KZ RU TJ TM AT BE CH DE DK ES FR GB GR IE IT LU MC NL PT SE BF BJ CF

CG CI CM GA GN ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 207972

Fulltext Availability:

Detailed Description

Detailed Description

... secured.

Content providers who employ the present invention may include, for example, software application and **game** publishers, database publishers, cable, television, and radio broadcasters, electronic shopping vendors, and distributors of information...devices (such as a magnetic disk and a CD-ROM drive as one example) that **electronic** appliance 600 uses for general secondary storage functions. In some implementations, part or all of...provide distributed and/or remote processing. In smaller scale instances of ROS 602, a simpler **message** passing IPC protocol may be used to conserve resources. This may limit the configurability of...686, API 742 and Redirector 684 have already been described above. Here is a brief **description** of the **type** (s) of services provided by OS resources 744, 752, 754, 756 and 776.

Seasure Database...the address of a notification callback function that is called by a service whenever a **message** is ready for the service to retrieve it. One call to this address is made for each incoming **message** received. If the caller passes a NULL to the interface, the software will not generate a callback for each **message**.

Close, Unmount and Unload

The converse of the OPEN, MOUNT, and LOAD calls are CLOSE...long svc.handle, long request.id, BYTE *buffer, long size)

This READ call reads a **message** response from a service.

The svc.handle and request-id parameters uniquely identify a request...

...to size bytes. If the buffer is too small, the first size bytes of the **message** will be stored in the buffer and an error will be returned. If a **message** response was returned to the caller's buffer correctly, the function will return 0. Otherwise, an error **message** will be returned.

- 287 RPC WRITE Call Example.

SVC.write (long service.id, long subservice.id, BYTE *buffer, long size, int (*receive) (long request.id))
This WRITE call writes a **message** to a service and subservice specified by the service.id/subservice.id parameter pair. The **message** is stored in buffer (and usually conforms to the VDE RPC **message** format) and is size bytes long. The function returns the request id for the **message** (if it was accepted for sending) or an error number. If a user specifies the receive callback functions, all **messages** regarding a request will be sent to the request specific callback routine instead of the generalized **message** callback.

Input/Output Control

The IOCTL ("Input/Output ConTrol") call provides a mechanism for querying the status of and controlling a loaded service. Each service **type** will respond to specific general IOCTL requests, all required class IOCTL requests, and service specific...

...of a list of commands and the

appropriate buffer structures are given below.

Command Structure Description

GET INFO SVC INFO Returns information about a service/subservice.

GET-STATS SVC-STATS Returns...

...generic RPC Service Interface provided by the preferred embodiment has been described, the following

- 289

description relates to particular examples of services provided by ROS 602.

SPE Device Driver 786

SPE...The following table shows one example of SPE device driver 736 calls.

293

Entry Point Description

SPE.info0 Returns summary information about the SPE driver 736 (and SPE 503) ,
SPE-initialize...integrated whole comprises the ROS 602 shown in Figure 12.

In a scenario of this **type** of integration, ROS 602 will continue to be supported by a preexisting OS kernel 680...similar, for example, to the ability of the Windows operating system to display a user **message** in a "dialog box" that displays "on top of" a running application irrespective of the...an applications's code- depending on an application programm&s implementation decision, and/or the **type** of electronic appliance 600. The Notification Service Manager 740 may be implemented within API 682...SPE 503 (PPE 650). SPE 503 supports many types of tasks. A "channel" (a special **type** of task that controls execution of component assemblies 690 in the preferred embodiment) is treated by task manager 576 as one **type** of task. Tasks are submitted to the task manager 576 for execution. Task manager 576...unacceptable to use a full "multi-threaded" data structure write capabilities. For
- 332
example, a **type** of "two-phase commit" processing of the **type** used by database vendors may be used to allow data structure sharing between processes. To...

14/3,K/4 (Item 4 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00263689 **Image available**

**SYSTEM AND APPARATUS FOR INTERACTIVE MULTIMEDIA ENTERTAINMENT
SYSTEME ET DISPOSITIF DE DIVERTISSEMENT INTERACTIF MULTIMEDIA**

Patent Applicant/Assignee:

MULTIMEDIA SYSTEMS CORPORATION,

Inventor(s):

LEWIS Scott W,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9411858 A1 19940526

Application: WO 93US10930 19931111 (PCT/WO US9310930)

Priority Application: US 92977033 19921116
Designated States: AU BR CA FI JP KR NO NZ RU AT BE CH DE DK ES FR GB GR IE
IT LU MC NL PT SE
Publication Language: English
Fulltext Word Count: 7315

Fulltext Availability:
Detailed Description

Detailed Description

... storage of
certain songs which could be played on a stereo or the
like. This **type** of system the IMD 52 could provide a CD
quality song which can be transmitted...

...high quality audio song
to be recorded,
Figure 2A shows an embodiment of a music **video**
entertainment system 20 much like the previously
mentioned music listening entertainment system an IMM 42
provides section with the current music rotation score
with **color** changes to **highlight** the current position of
the guidance of the accompanying musician. In addition,
the tempo and...

...control of
data generated from the IMD 52. Multimedia information
could also be keyed by **type** or generated to provide a
video overlay.

Figure 2B is a simple block diagram of...

14/3,K/5 (Item 5 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00178103 **Image available**

SIMULATED LIVE MARKET TRADING SYSTEM

**SYSTEME INFORMATISE DE REPLICATION D'UN MARCHÉ REEL POUR LA NEGOCIATION DE
BIENS OU VALEURS**

Patent Applicant/Assignee:

CHICAGO BOARD OF TRADE,

Inventor(s):

BELDEN Glen W,
BROGAN John J,
O'HALLERAN Thomas C,
GUTTERMAN Burton J,
KINSELLA John R,
BOYLE Michael B,
CHOW Alvin,
PHELPS Bruce,
WHITE James,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9011571 A1 19901004

Application: WO 90US878 19900216 (PCT/WO US9000878)

Priority Application: US 89866 19890328

Designated States: AU CA JP KR

Publication Language: English

Fulltext Word Count: 8939

Fulltext Availability:
Detailed Description

Detailed Description

... arrow plus a
starburst-like indication or blinking trader icons. Those
indications contribute to a **video - game** -like look and feel
that may be achieved by the present trading system and help...

...bid or offer at the market, The trader icons shown in
Figure 5a are advantageously **color** and/or shape **coded** to
indicate the intentions or status of the traders, It will
be appreciated that shape...partition of
the user terminal display for options trading would
advantageously include more than one **type** of option
transaction, Combinations of different options, strikes,
and expirations are typically referred to as...

?

18/3,K/1 (Item 1 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00876902 **Image available**

COMPUTER GAMING SYSTEM

SYSTEME DE JEU INFORMATIQUE

Patent Applicant/Assignee:

GAMECRAFT INC, 6011 Bristol Parkway, Culver City, CA 90230, US, US
(Residence), US (Nationality)

Inventor(s):

MIERS Darrell, 902 S. Ogden Drive, Los Angeles, CA 90012, US,
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HUNDAL Hein, 5229 Balboa Boulevard #29, Encino, CA 91316, US,

Legal Representative:

HECKER Gary A (agent), The Hecker Law Group, Suite 2300, 1925 Century
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Patent and Priority Information (Country, Number, Date):

Patent: WO 200211083 A2-A3 20020207 (WO 0211083)
Application: WO 2001US23798 20010727 (PCT/WO US0123798)
Priority Application: US 2000627948 20000728

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD
SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 25358

International Patent Class: A63F-013/12

Fulltext Availability:

Detailed Description

Detailed Description

... HTTP provides a mechanism of associating a URL address with active
text. A browser generally **displays** active **text** as underlined and
color - coded .

When activated (by a mouse click, for example) the active text causes the
browser to...

19/3,K/1 (Item 1 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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01236606

REPRESENTING, RECORDING, REPRODUCING AND COMMUNICATION METHOD FOR COMPUTER
OBJECTS USING COLOR, RECORDING AND/OR REPRODUCING DEVICE, RECORDING
MEDIUM, AND ENCRYPTING METHOD

VERFAHREN ZUR DARSTELLUNG,AUFZEICHNUNG,WIEDERGABE UND KOMMUNIKATION FUR
RECHNEROBJEKTE UNTER VERWENDUNG VON FARBE, AUFZEICHNUNGS-UND
WIEDERGABEVORRICHTUNG, AUFZEICHNUNGSGERAT UND VERSCHLUSSELUNGSVERFAHREN
PROCEDE DE REPRESENTATION, ENREGISTREMENT, REPRODUCTION ET COMMUNICATION,
DESTINE A DES OBJETS INFORMATIQUES EN COULEUR, DISPOSITIF
D'ENREGISTREMENT ET/OU LECTURE, SUPPORT D'ENREGISTREMENT ET PROCEDE DE
CRYPTAGE

PATENT ASSIGNEE:

Tani Electronics Corporation, (3185520), 10-3, Miyoshi 3-Chome, Koto-Ku,
Tokyo 135-0022, (JP), (Applicant designated States: all)

INVENTOR:

TANI, Okie, 10-3, Miyoshi 3-chome, Koto-ku, Tokyo 135-0022, (JP)

LEGAL REPRESENTATIVE:

Prins, Adrianus Willem (20903), Vereenigde, Nieuwe Parklaan 97, 2587 BN
Den Haag, (NL)

PATENT (CC, No, Kind, Date): EP 1100037 A1 010516 (Basic)

WO 200072228 001130

APPLICATION (CC, No, Date): EP 2000931540 000524; WO 2000JP3315 000524

PRIORITY (CC, No, Date): JP 99182235 990524

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: G06K-001/12; G06K-007/12; G06K-019/06;
G06C-005/00

ABSTRACT WORD COUNT: 78

LANGUAGE (Publication,Procedural,Application): English; English; Japanese
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200120	2532
SPEC A	(English)	200120	9064
Total word count - document A			11596
Total word count - document B			0
Total word count - documents A + B			11596

...SPECIFICATION the above explanation, according to the present invention,
there are the following effects since one **color** is **assigned** to each
computer object andthat color used to record the computer object. It is
possible...

...recording or storage. Storage of paper books etc. therefore becomes
easy. In the music, image, **video**, and other **entertainment** fields,
data can be recorded and reproduced extremely inexpensively. It becomes
possible to record data...

19/3,K/2 (Item 2 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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01072405

Image processing system
Bildverarbeitungssystem

Systeme de traitement d'images

PATENT ASSIGNEE:

HUDSON SOFT CO., LTD., (1125751), 26 Hiragishi 3 Jyo 7-chome, Toyohira-ku
, Sapporo-shi, Hokkaido 062-8622, (JP), (Applicant designated States:
all)

INVENTOR:

Tateyama, Seiji, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi, 3 Jyo 5-chome
, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)

LEGAL REPRESENTATIVE:

Haley, Stephen (79721), Gill Jennings & Every, Broadgate House, 7 Eldon
Street, London EC2M 7LH, (GB)

PATENT (CC, No, Kind, Date): EP 944012 A1 990922 (Basic)

APPLICATION (CC, No, Date): EP 99105184 930920;

PRIORITY (CC, No, Date): JP 92298071 921009; JP 92300668 921014; JP
92300669 921014

DESIGNATED STATES: DE; FR; GB; NL

RELATED PARENT NUMBER(S) - PN (AN):

EP 592120 (EP 93307401)

INTERNATIONAL PATENT CLASS: G06F-019/00; G09G-005/06

ABSTRACT WORD COUNT: 61

NOTE:

Figure number on first page: 9

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9938	153
SPEC A	(English)	9938	6063
Total word count - document A			6216
Total word count - document B			0
Total word count - documents A + B			6216

...SPECIFICATION invention.

DETAILED DESCRIPTION OF THE INVENTION

Fig. 4 shows a video screen used in a **game computer** system. In this
screen, horizontal and vertical scrolls are performed in H and V blank...

...predetermined display timings. The image data are defined by color data
for each dot, the **color** data being **specified** by a RGB or YUV system.

The color data are specified for each raster, such...

...to dots in the real screen one for one, some problems occur.

For a conventional **game computer** that mainly treats animation
images, it is sufficient to use a small number of color such as 4, 16 or
256 colors to display image. In general, **color** data are **specified** for
each dot by color information stored in a color pallet, as shown in Fig.
8. When the **game computer** also treats a natural picture, many colors
more than those for the animation image are required. If the colors of
the natural picture are **specified** by the **color** pallet system, the
color pallet is required to have a very large capacity. On the...

19/3,K/3 (Item 3 from file: 348)

DIALOG(R) File 348:EUROPEAN PATENTS

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00954609

COMPUTER GAME

COMPUTERSPIEL

JEU INFORMATIQUE

PATENT ASSIGNEE:

Golad, Adar, (2010180), Scherenenkweg 16, 8051 KH Hattem, (NL),
(Proprietor designated states: all)

INVENTOR:

Golad, Adar, Scherenenkweg 16, 8051 KH Hattem, (NL)

LEGAL REPRESENTATIVE:

Ferguson, Alexander et al (62081), Octrooibureau Vriesendorp & Gaade,
P.O. Box 266, 2501 AW Den Haag, (NL)

PATENT (CC, No, Kind, Date): EP 935491 A1 990818 (Basic)

EP 935491 B1 020227

WO 9819758 980514

APPLICATION (CC, No, Date): EP 97909755 971027; WO 97NL589 971027

PRIORITY (CC, No, Date): NL 104407 961101

DESIGNATED STATES: AT; BE; CH; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI; LU;
NL; PT; SE

INTERNATIONAL PATENT CLASS: A63F-003/02

NOTE:

No A-document published by EPO

LANGUAGE (Publication,Procedural,Application): English; English; Dutch

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200209	400
CLAIMS B	(German)	200209	329
CLAIMS B	(French)	200209	418
SPEC B	(English)	200209	2213
Total word count - document A			0
Total word count - document B			3360
Total word count - documents A + B			3360

...SPECIFICATION example an LED, with the colour in question.

After this an exemplary operation of the **computer game** according to the present invention will be elucidated on the basis of a "Go"-like...

...12, 13, 14 and 15 correspond to the four players, respectively. In this example the **highlighted colours** red, blue, yellow and green, respectively, are used as distinctive marks. Each playing area then...

...CLAIMS 15) contains a, mark (A) belonging to one distinctive mark of the playing area.

8. **Computer game** according to claim 7, in which the at least one operating means (12A, 13A, 14A, 15A) is a transparent push-button, the distinctive mark is a **highlighted colour**, and an element **highlighted** in said **colour** is located under the at least one operating means (12A, 13A, 14A, 15A).

9. Computer...

19/3,K/4 (Item 4 from file: 348)

DIALOG(R)File 348:EUROPEAN PATENTS

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00712732

Method and apparatus for generating image

Verfahren und Gerat zur Bilderzeugung

Methode et appareil de generation d'images

PATENT ASSIGNEE:

Casio Computer Co., Ltd., (249364), 6-2, Hon-machi 1-chome, Shibuya-ku,
Tokyo 151-8543, (JP), (Proprietor designated states: all)

INVENTOR:

Hayashi, Tetsuya, c/o Casio Computer Co. Ltd., Hamura R&D Center, 2-1,
 Sakae-cho 3-chome, Hamura-shi, Tokyo, 205, (JP)
 LEGAL REPRESENTATIVE:
 Grunecker, Kinkeldey, Stockmair & Schwanhausser Anwaltssozietat (100721)
 , Maximilianstrasse 58, 80538 Munchen, (DE)
 PATENT (CC, No, Kind, Date): EP 675461 A2 951004 (Basic)
 EP 675461 A3 960410
 EP 675461 B1 000802
 APPLICATION (CC, No, Date): EP 95104136 950321;
 PRIORITY (CC, No, Date): JP 9475353 940322; JP 9475354 940322; JP 9475355
 940322; JP 9475356 940322
 DESIGNATED STATES: DE; FR; GB
 INTERNATIONAL PATENT CLASS: G06T-011/00
 ABSTRACT WORD COUNT: 198
 NOTE:
 Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application): English; English; English
 FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200031	2216
CLAIMS B	(German)	200031	2186
CLAIMS B	(French)	200031	2563
SPEC B	(English)	200031	18574
Total word count - document A			0
Total word count - document B			25539
Total word count - documents A + B			25539

19/3,K/5 (Item 5 from file: 348)
 DIALOG(R)File 348:EUROPEAN PATENTS
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00686926

AN INTERACTIVE COMPUTER AIDED NATURAL LEARNING METHOD AND APPARATUS
INTERAKTIVES COMPUTERUNTERSTUETZTES NATUERLICHES LERNVERFAHREN UND-GERAET
PROCEDE INTERACTIF D'APPRENTISSAGE NATUREL ASSISTE PAR ORDINATEUR ET
APPAREIL CONNEXE

PATENT ASSIGNEE:

LEE, John, R., (1690100), 912 Constantinople Street, New Orleans, LA
 70115-2745, (US), (applicant designated states:
 AT;BE;CH;DE;DK;ES;FR;GB;GR;IE;IT;LI;LU;MC;NL;PT;SE)

INVENTOR:

LEE, John, R., 912 Constantinople Street, New Orleans, LA 70115-2745,
 (US)

ALVENDIA, John, 1721 Field Avenue, Metairie, LA 70001, (US)

LEGAL REPRESENTATIVE:

Bridge-Butler, Alan James et al (28673), G.F. Redfern & Co., 7 Staple
 Inn, Holborn, London WC1V 7QF, (GB)

PATENT (CC, No, Kind, Date): EP 656139 A1 950607 (Basic)
 EP 656139 A1 951122
 EP 656139 B1 990512
 WO 9316454 930819

APPLICATION (CC, No, Date): EP 93905890 930211; WO 93US1238 930211

PRIORITY (CC, No, Date): US 833905 920211

DESIGNATED STATES: AT; BE; CH; DE; DK; ES; FR; GB; GR; IE; IT; LI; LU; MC;
 NL; PT; SE

INTERNATIONAL PATENT CLASS: G09B-003/00; G09B-005/14; G09B-007/04;

NOTE:

No A-document published by EPO

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	9919	814
CLAIMS B	(German)	9919	763
CLAIMS B	(French)	9919	975
SPEC B	(English)	9919	4242
Total word count - document A			0
Total word count - document B			6794
Total word count - documents A + B			6794

...SPECIFICATION work station. In addition to lesson segments, this screen can also include selections such as **games** , movies or educational **video** programs, and creative writing or drawing activities. These selections can also be chosen by the...

...in a variety of ways. Younger students, for example, can make a selection by touching **color - coded** figures displayed on a touch-sensitive screen. More advanced students can make a selection by...

19/3,K/6 (Item 6 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

00601128

Image processing system

Bildverarbeitungssystem

Système de traitement d'images

PATENT ASSIGNEE:

HUDSON SOFT CO., LTD., (1125751), 26 Hiragishi 3 Jyo 7-chome, Toyohira-ku, Sapporo-shi, Hokkaido 062-8622, (JP), (Proprietor designated states: all)

INVENTOR:

Tateyama, Seiji, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo 5-chome, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)

LEGAL REPRESENTATIVE:

Brunner, Michael John (28871), GILL JENNINGS & EVERY Broadgate House 7 Eldon Street, London EC2M 7LH, (GB)

PATENT (CC, No, Kind, Date): EP 592120 A2 940413 (Basic)
EP 592120 A3 950809
EP 592120 B1 001115

APPLICATION (CC, No, Date): EP 93307401 930920;

PRIORITY (CC, No, Date): JP 92298071 921009; JP 92300668 921014; JP 92300669 921014

DESIGNATED STATES: DE; FR; GB; NL

RELATED DIVISIONAL NUMBER(S) - PN (AN):

EP 944012 (EP 99105184)

INTERNATIONAL PATENT CLASS: G06F-017/00; G06T-001/20; G09G-005/06

ABSTRACT WORD COUNT: 67

NOTE:

Figure number on first page: 9

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200046	139
CLAIMS B	(German)	200046	133
CLAIMS B	(French)	200046	163
SPEC B	(English)	200046	4671
Total word count - document A			0
Total word count - document B			5106
Total word count - documents A + B			5106

19/3,K/7 (Item 7 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

00600768

Image and sound processing apparatus

Ton- und Bilddatenverarbeitungsapparat

Appareil de traitement de donnees de sons et d'images

PATENT ASSIGNEE:

HUDSON SOFT CO., LTD., (1125751), 26 Hiragishi 3 Jyo 7-chome, Toyohira-ku
, Sapporo-shi, Hokkaido 062-8622, (JP), (Proprietor designated states:
all)

INVENTOR:

Tomita, Masahide, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo
5-chome, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)

Takahashi, Mitsuhiro, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo
5-chome, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)

LEGAL REPRESENTATIVE:

Brunner, Michael John et al (28871), GILL JENNINGS & EVERY Broadgate
House 7 Eldon Street, London EC2M 7LH, (GB)

PATENT (CC, No, Kind, Date): EP 590807 A2 940406 (Basic)
EP 590807 A3 960605
EP 590807 B1 001206

APPLICATION (CC, No, Date): EP 93306986 930903;

PRIORITY (CC, No, Date): JP 92290806 921005; JP 92284976 921001; JP
92284979 921001; JP 92284982 921001

DESIGNATED STATES: DE; FR; GB; NL

INTERNATIONAL PATENT CLASS: G06F-017/00; G09G-001/16; G09G-005/36;
G06F-005/06; G09G-005/18

ABSTRACT WORD COUNT: 73

NOTE:

Figure number on first page: 17B

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200049	146
CLAIMS B	(German)	200049	123
CLAIMS B	(French)	200049	155
SPEC B	(English)	200049	5077
Total word count - document A			0
Total word count - document B			5501
Total word count - documents A + B			5501

19/3,K/8 (Item 8 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

00600391

Image processing apparatus

Bildverarbeitungsgerat

Dispositif de traitement d'images

PATENT ASSIGNEE:

HUDSON SOFT CO., LTD., (1125751), 26 Hiragishi 3 Jyo 7-chome, Toyohira-ku
, Sapporo-shi, Hokkaido 062, (JP), (applicant designated states:
DE;FR;GB;NL)

INVENTOR:

Takahashi, Mitsuhiro, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo

5-chome, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)
 Tahata, Syouichi, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo
 5-chome, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)
 LEGAL REPRESENTATIVE:
 Brunner, Michael John (28871), GILL JENNINGS & EVERY Broadgate House 7
 Eldon Street, London EC2M 7LH, (GB)
 PATENT (CC, No, Kind, Date): EP 590778 A1 940406 (Basic)
 EP 590778 B1 981111
 APPLICATION (CC, No, Date): EP 93306573 930819;
 PRIORITY (CC, No, Date): JP 92300670 921014; JP 92284977 921001
 DESIGNATED STATES: DE; FR; GB; NL
 INTERNATIONAL PATENT CLASS: G09G-005/06;
 ABSTRACT WORD COUNT: 57

LANGUAGE (Publication,Procedural,Application): English; English; English
 FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	9846	187
CLAIMS B	(German)	9846	165
CLAIMS B	(French)	9846	228
SPEC B	(English)	9846	6578
Total word count - document A			0
Total word count - document B			7158
Total word count - documents A + B			7158

...SPECIFICATION that the color "C" may be treated as a color code directly. However, the conventional **game computer** uses a color pallet which stores plural color codes to manage colors of the background image so that many colors may be used for displaying one background image. The **color** pallet is **specified** in position by the color codes of the CG.
 The character code in the BAT...

19/3,K/9 (Item 1 from file: 349)
 DIALOG(R)File 349:PCT FULLTEXT
 (c) 2003 WIPO/Univentio. All rts. reserv.

00852941 **Image available**

AN INTERACTIVE, COMPUTER-AIDED HANDWRITING METHOD AND APPARATUS WITH
 ENHANCED DIGITIZATION TABLET

PROCEDE INTERACTIF D'ECRITURE MANUSCRITE ASSISTEE PAR ORDINATEUR, ET
 APPAREIL EQUIPE D'UNE TABLETTE DE NUMERISATION AMELIOREE

Patent Applicant/Assignee:

JRL ENTERPRISES INC, 912 Constantinople Street, New Orleans, LA 70115, US
 , US (Residence), US (Nationality), (For all designated states except:
 US)

Patent Applicant/Inventor:

LEE John R, 912 Constantinople Street, New Orleans, LA 70115, US, US
 (Residence), US (Nationality), (Designated only for: US)

Legal Representative:

PALAN Stephen W (et al) (agent), Burns, Doane, Swecker & Mathis, L.L.P.,
 P.O. Box 1404, Alexandria, VA 22313-1404, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200186612 A1 20011115 (WO 0186612)

Application: WO 2001US40686 20010508 (PCT/WO US0140686)

Priority Application: US 2000203912 20000512

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU
 CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
 KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD
 SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
 (EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
(EA) AM AZ BY KG KZ MD RU TJ TM
Publication Language: English
Filing Language: English
Fulltext Word Count: 6895

Fulltext Availability:
Detailed Description

Detailed Description

... work station. In addition to lesson segments, this screen can also include selections such as **games**, movies or educational **video** programs, and creative writing or drawing activities. These selections can also be chosen by the...

...in a variety of ways. Younger students, for example, can make a selection by touching **color - coded** figures displayed on a touch-sensitive screen. More advanced students can make a selection by...

19/3,K/10 (Item 2 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00849485

AN INTERACTIVE, COMPUTER-AIDED SPEECH EDUCATION METHOD AND APPARATUS METHODE ET APPAREIL INTERACTIFS ET INFORMATISES D'EDUCATION PAR LA PAROLE

Patent Applicant/Assignee:

JRL ENTERPRISES INC, 912 Constantinople Street, New Orleans, LA 70115, US
, US (Residence), US (Nationality)

Inventor(s):

LEE John R, 912 Constantinople Street, New Orleans, LA 70115, US,
ALVENDIA Alfredo, 75 Chateau DuLac, Kenner, LA 70065, US,

Legal Representative:

DUBOIS Steven M (et al) (agent), Burns, Doane, Swecker & Mathis, L.L.P.,
P.O. Box 1404, Alexandria, VA 22313-1404, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200182264 A1 20011101 (WO 0182264)

Application: WO 2001US13258 20010425 (PCT/WO US0113258)

Priority Application: US 2000558205 20000426

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR

KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE

SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English
Filing Language: English
Fulltext Word Count: 7248

Fulltext Availability:
Detailed Description

Detailed Description

... work station. In addition to lesson segments, this screen can also include selections such as **games**, movies or educational **video** programs, and creative writing or drawing activities. These selections can also be chosen by the...

...in a variety of ways. Younger students, for example, can make a selection by touching **color - coded** figures displayed on a toticli-sensitive screen. More advanced students can make a selection by ...

19/3,K/11 (Item 3 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00536395 ****Image available****
VIDEO PROCESSING IN PC USES STATISTICALLY TUNED COLOR CUBE
TRAITEMENT VIDEO DANS DES ORDINATEURS PERSONNELS AU MOYEN D'UN CUBE COULEUR
ACCORDE DE MANIERE STATISTIQUE

Patent Applicant/Assignee:

KONINKLIJKE PHILIPS ELECTRONICS N V,
PHILIPS AB,

Inventor(s):

VAN DER MEULEN Pieter S,
SIJSTERMANS Franciscus W,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9967747 A2 19991229

Application: WO 99IB1017 19990603 (PCT/WO IB9901017)

Priority Application: US 98102950 19980623

Designated States: CN JP KR AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL
PT SE

Publication Language: English

Fulltext Word Count: 3513

Fulltext Availability:
Detailed Description

Detailed Description

... pixels of the video image with the pixels of a graphics

In

image. A specific **color** is **assigned** to a particular one of the graphics pixels, the specific color being selected from a complement of the output grid. In this manner, a PC can do **video** and **games** without additional hardware.

Second flow diazram

Fig.3 illustrates the latter process in a flow...

19/3,K/12 (Item 4 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00500208
DIGITALLY CONTROLLED ILLUMINATION METHODS AND SYSTEMS
SYSTEMES ET PROCEDES D'ECLAIRAGE A COMMANDE NUMERIQUE

Patent Applicant/Assignee:

COLOR KINETICS INCORPORATED,

Inventor(s):

MUELLER George G,

LYS Ihor A,

MORGAN Frederick Marshall,

BLACKWELL Michael K,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9931560 A2 19990624
Application: WO 98US26853 19981217 (PCT/WO US9826853)
Priority Application: US 9771281 19971217; US 9768792 19971224; US
9878861 19980320; US 9879285 19980325; US 9890920 19980626; WO
98US17702 19980826

Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES
FI GB GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV
MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG
UZ VN YU ZW GH GM KE LS MW SD SZ UG ZW AM AZ BY KG KZ MD RU TJ TM AT BE
CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM GA GN
GW ML MR NE SN TD TG

Publication Language: English
Fulltext Word Count: 58204

Fulltext Availability:
Detailed Description

Detailed Description

... the signalgenerating device 504 may be a generator of a television, stereo, or other conventional **electronic entertainment** signal. That is, the lighting control signal can be embedded in any music, compact disc, television, videotape, **video game**, **computer** web site, cybercast or other broadcast, cable, broadband or other communications signal. Thus, for example...

...television or movie scenes. For example, the explosion scene in a movie or on a **computer game**, could cause lights in the room to flash a sequence or change to a **specified color**. A sunset in a movie scene could be imitated by a sunset generated by the...

19/3,K/13 (Item 5 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00242180

AN INTERACTIVE COMPUTER AIDED NATURAL LEARNING METHOD AND APPARATUS PROCEDE INTERACTIF D'APPRENTISSAGE NATUREL ASSISTE PAR ORDINATEUR ET APPAREIL CONNEXE

Patent Applicant/Assignee:

LEE John R,
Inventor(s):
LEE John R,
ALVENDIA John,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9316454 A1 19930819
Application: WO 93US1238 19930211 (PCT/WO US9301238)
Priority Application: US 92905 19920211

Designated States: AT AU BB BG BR CA CH CZ DE DK ES FI GB HU JP KP KR LK LU
MG MN MW NL NO NZ PL PT RO RU SD SE SK UA AT BE CH DE DK ES FR GB GR IE
IT LU MC NL PT SE BF BJ CF CG CI CM GA GN ML MR SN TD TG

Publication Language: English
Fulltext Word Count: 3929

Fulltext Availability:
Detailed Description

Detailed Description

... in a variety
of ways. Younger students, for example, can make a

selection by touching **color - coded** figures displayed on a touch-sensitive screen. More advanced students can make a selection by...

...is made from the main screen. For exemplary purposes only, the choices of LESSON SEGMENT, **GAME**, **VIDEO** and END are illustrated in Figure 2, however it is to be understood that many...

19/3,K/14 (Item 6 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00135860 **Image available**
VIDEO HOLOGRAPHIC GENERATION (VHG) AND ANGLED SQUARE LENS REFRACTION
GENERATION HOLOGRAPHIQUE VIDEO (VHG) ET REFRACTION EN DIAGONALE A LENTILLE
RECTANGULAIRE

Patent Applicant/Assignee:
LADY BEA ENTERPRISES INC,
THOMAS Walter Carl,
THOMAS Wayne William,

Inventor(s):
THOMAS Walter Carl,
THOMAS Wayne William,

Patent and Priority Information (Country, Number, Date):

Patent: WO 8700716 A1 19870129

Application: WO 85US1346 19850717 (PCT/WO US8501346)

Priority Application: WO 85US1346 19850717

Designated States: AT AT AU BB BE BG BR CF CG CH CH CM DE DE DK FI FR GA GB
GB HU IT JP KP KR LK LU LU MC MG ML MR MW NL NL NO RO SD SE SE SN SU TD
TG US

Publication Language: English

Fulltext Word Count: 48510

Fulltext Availability:

Claims

Claim

... RSG color guns or pick up tubes of said T,V.
camera, monitor, recievery or **video game** means, to achieve
dimensionality means without the aid of **color coded** glasses. a.
Circuit means of above said claims 36 abcdefghij.
b, Means to connect a...

?

21/3,K/1 (Item 1 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

01251977

Entertainment system, entertainment apparatus, recording medium, and
program
Unterhaltungssystem, Unterhaltungsvorrichtung, Aufzeichnungsmedium und
Programm
Systeme de divertissement, appareil de divertissement, support
d'enregistrement et programme

PATENT ASSIGNEE:

Sony Computer Entertainment Inc., (2185312), 1-1, Akasaka 7-chome,
Minato-ku, Tokyo 107-0052, (JP), (Applicant designated States: all)

INVENTOR:

Kaminagayoshi, Takehiro, Sony Comp. Entert. Inc., 1-1, Akasaka 7-chome,
Minato-ku, Tokyo 107-0052, (JP)

Shimamura, Hidekazu, Sony Comp. Entert. Inc., 1-1, Akasaka 7-chome,
Minato-ku, Tokyo 107-0052, (JP)

LEGAL REPRESENTATIVE:

Turner, James Arthur et al (74631), D. Young & Co., 21 New Fetter Lane,
London EC4A 1DA, (GB)

PATENT (CC, No, Kind, Date): EP 1080757 A2 010307 (Basic)

APPLICATION (CC, No, Date): EP 307636 000904;

PRIORITY (CC, No, Date): JP 99249364 990902

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: A63F-013/10

ABSTRACT WORD COUNT: 169

NOTE:

Figure number on first page: 16

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200110	717
SPEC A	(English)	200110	9710
Total word count - document A			10427
Total word count - document B			0
Total word count - documents A + B			10427

INTERNATIONAL PATENT CLASS: A63F-013/10

...ABSTRACT A2

An entertainment system (10) comprises display color code setting
means (310) for setting a suitable display color code for each of
undefined display color codes in unprocessed message data (dDm),
the message data generating means (314) for generating message data...

...each of character strings of data units is displayed in a color
indicated by a display color code .

25/3,K/1 (Item 1 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00811474 **Image available**

**SYSTEM AND METHOD FOR MANAGING ADVERTISEMENT AND INFORMATION DISPLAYS ON
VEHICLES BASED ON AN E-COMMERCE SITE**
**SYSTEMES, PROCEDES ET PROGRAMMES D'ORDINATEUR SERVANT A PRESENTER DES
INFORMATIONS SUR DES SIGNES**

Patent Applicant/Assignee:

VERT INC, 35 Medford Street, Suite 302, Somerville, MA 02143, US, US
(Residence), US (Nationality), (For all designated states except: US)

Patent Applicant/Inventor:

DUKASH Semyon, 32 Garrison Street, Apt 40-506, Boston, MA 02116, US, US
(Residence), US (Nationality), (Designated only for: US)

MANKINS Matt W D, 40 Springfield Street #3, Somerville, MA 02143, US, US
(Residence), US (Nationality), (Designated only for: US)

FRIDMAN Leonid, 105 Bailey Road, Somerville, MA 02145, US, US (Residence)
, US (Nationality), (Designated only for: US)

D'AGOSTINO Salvatore A, 625 Massachusetts Avenue, Cambridge, MA 02139, US
, US (Residence), US (Nationality), (Designated only for: US)

SELKER Edwin J, 90 Jason Street, Arlington, MA 02476, US, US (Residence),
US (Nationality), (Designated only for: US)

PORTER Edward W, One Longfellow Place, Unit 3018, Boston, MA 02114, US,
US (Residence), US (Nationality), (Designated only for: US)

Legal Representative:

PORTER Edward W (agent), Porter & Associates, One Broadway, Suite 600,
Cambridge, MA 02142, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200145065 A2-A3 20010621 (WO 0145065)

Application: WO 2000US34549 20001215 (PCT/WO US0034549)

Priority Application: US 99170914 19991215; US 2000226000 20000816

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ

DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ

LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG

SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 45613

Fulltext Availability:

Detailed Description

Detailed Description

... most money. In some such embodiments the

driver display will show a map of various **locations color - coded**

to **indicate** the relative earning potential associated with

driving through each of them at various points of...businesses, such as
web site. In some

embodiments, it will be used as part of **video games** . And, in

some embodiments, it will be used by tourist bureaus for the one

or...

25/3,K/2 (Item 2 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00571530 **Image available**

METHODS OF PAYING WINNING BETS

PAIEMENT DES GAINS AUX JEUX DE HASARD

Patent Applicant/Assignee:

RUDD Clarence Ernest,

Inventor(s):

RUDD Clarence Ernest,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200034903 A1 20000615 (WO 0034903)

Application: WO 99AU1098 19991206 (PCT/WO AU9901098)

Priority Application: AU 987516 19981204; AU 999987 19990423

Designated States: AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK

DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR

LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ

TM TR TT TZ UA UG UZ VN YU ZA ZW GH GM KE LS MW SD SL SZ TZ UG ZW AM AZ

BY KG KZ MD RU TJ TM AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT

SE BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 3919

International Patent Class: **A63F-005/00**

Fulltext Availability:

Detailed Description

Detailed Description

... 19; a row of seven player identification keys 22a-g which, in this embodiment, are **colour coded** to **represent** an individual **player** ; six bet keys 24a-f which correspond to a bet in roulette and namely a...

25/3,K/3 (Item 3 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00513349 **Image available**

PLAYING CARDS

CARTES A JOUER

Patent Applicant/Assignee:

HOYT David L,

FLAHERTY Stephen M,

Inventor(s):

HOYT David L,

FLAHERTY Stephen M,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9944701 A1 19990910

Application: WO 99US4857 19990304 (PCT/WO US9904857).

Priority Application: US 9834980 19980305

Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES

FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU

LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA

UG UZ VN YU ZW GH GM KE LS MW SD SL SZ UG ZW AM AZ BY KG KZ MD RU TJ TM

AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM

GA GN GW ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 3977

Main International Patent Class: **A63F-001/00**

Fulltext Availability:

Detailed Description

Detailed Description

... is the same as a standard playing card, but approximately twice the size. Further, the **location indicator** 26 may be **color coded** (no t shown), for example, all top cards are yellow, and all bottom cards are ...

25/3,K/4 (Item 4 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00463425 **Image available**

APPARATUS FOR PLAYING A WORD GAME
DISPOSITIF DE JEU A UN JEU DE MOTS

Patent Applicant/Assignee:

SHALLESS Elizabeth Anne,

SHALLESS Gregory Alan,

Inventor(s):

SHALLESS Gregory Alan,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9853889 A1 19981203

Application: WO 98AU398 19980529 (PCT/WO AU9800398)

Priority Application: AU 977042 19970529; AU 981978 19980224

Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES

FI GB GE GH GM GW HU ID IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD

MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG US

UZ VN YU ZW GH GM KE LS MW SD SZ UG ZW AM AZ BY KG KZ MD RU TJ TM AT BE

CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM GA GN

ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 8844

Main International Patent Class: **A63F-003/00**

International Patent Class: **A63F-09:22**

Fulltext Availability:

Detailed Description

Detailed Description

... saved game from the memory

and means for specifying the number of players in the **game** . Further, the

electronic apparatus may include means for recommending to a player what cell

the player should select...or computing apparatus having the computer data storage medium as described above. Play of a **game** using the non-

electronic apparatus has been described earlier. When playing the **electronic** form of the **game** , each player may use the input means to select one or more of the displayed...front view of an apparatus of this invention in the form of a hand held **electronic game** .

Figure 1a is an enlarged view of the part of the apparatus shown in Figure...apparatus, the indicating means of the apparatus is the display of the selected cell's **assigned** letter in the **colour associated** with the **player** who received the reward, or in

?

File 9:Business & Industry(R) Jul/1994-2003/May 14
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 File 15:ABI/Inform(R) 1971-2003/May 15
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 File 141:Readers Guide 1983-2003/Mar
 (c) 2003 The HW Wilson Co
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 (c)2003 The Gale Group
 File 160:Gale Group PROMT(R) 1972-1989
 (c) 1999 The Gale Group
 File 275:Gale Group Computer DB(TM) 1983-2003/May 14
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 (c) 2003 ProQuest
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 (c) 2003 The HW Wilson Co
 File 570:Gale Group MARS(R) 1984-2003/May 14
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 File 608:KR/T Bus.News. 1992-2003/May 15
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 (c) 2003 McGraw-Hill Co. Inc
 File 634:San Jose Mercury Jun 1985-2003/May 14
 (c) 2003 San Jose Mercury News
 File 635:Business Dateline(R) 1985-2003/May 15
 (c) 2003 ProQuest Info&Learning
 File 636:Gale Group Newsletter DB(TM) 1987-2003/May 14
 (c) 2003 The Gale Group
 File 647:CMP Computer Fulltext 1988-2003/Apr W3
 (c) 2003 CMP Media, LLC
 File 696:DIALOG Telecom. Newsletters 1995-2003/May 14
 (c) 2003 The Dialog Corp.
 File 674:Computer News Fulltext 1989-2003/May W2
 (c) 2003 IDG Communications
 File 810:Business Wire 1986-1999/Feb 28

(c) 1999 Business Wire
File 813:PR Newswire 1987-1999/Apr 30
(c) 1999 PR Newswire Association Inc
? ds

Set	Items	Description
S1	515227	(VIDEO OR COMPUTER OR ELECTRONIC) (3N) (GAME? OR GAMING OR ENTERTAINMENT)
S2	1345763	ROLE()PLAYING OR SHOOTING OR FIGHTING
S3	57321	(COLOUR? OR COLOR?) (3N) (CODED OR HIGHLIGHT? OR ASSIGNED OR SPECIFIED)
S4	27963807	MESSAGE?? OR DESCRIPTION? OR TEXT OR CHARACTER()STRING?? OR FONTS OR TYPE
S5	379003	(INDICAT? OR REPRESENT? OR ASSOCIAT?) (3N) (PERSON? OR CHARACTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? OR OBJECTS OR MONSTER?)
S6	6753	S3(7N) (DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S7	6648867	HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS - OR CHEETS (CHEAT OR CHEET) (3N)SHEETS OR CLUES
S8	98	DISPLAY() (COLOR OR COLOUR) ()CODE?
S9	6	(S4 OR WORD OR WORDS) (S)S1(S)S3
S10	0	S1(S)S2(S)S3
S11	267	S7(3N)S3
S12	1	S11(S)S1
S13	1	S12 NOT S9
S14	0	S1(S)S8
S15	3	S5(S)S8
S16	3	S15 NOT (S9 OR S12)
S17	9	S2(3N)S3
S18	9	S17 NOT (S15 OR S9 OR S12)
S19	0	S1(S)S18
S20	183	S6(S)S7
S21	0	S1(S)S20
S22	0	S1(S)S3(S)S5
S23	191	S3(S)S5
S24	2	S23(S)GAMES
S25	2	S24 NOT (S17 OR S15 OR S9 OR S12)

9/3,K/1 (Item 1 from file: 275)
DIALOG(R)File 275:Gale Group Computer DB(TM)
(c) 2003 The Gale Group. All rts. reserv.
>>>Accession number 1723586 is unavailable

9/3,K/2 (Item 1 from file: 484)
DIALOG(R)File 484:Periodical Abs Plustext
(c) 2003 ProQuest. All rts. reserv.

04870194 SUPPLIER NUMBER: 62716663 (USE FORMAT 7 OR 9 FOR FULLTEXT)
Pulling the virtual trigger
Ketcherside, John C
Marine Corps Gazette (FMCG), v84 n10, p66-67, p.2
Oct 2000
ISSN: 0025-3170 JOURNAL CODE: FMCG
DOCUMENT TYPE: Product Review-Favorable
LANGUAGE: English RECORD TYPE: Fulltext; Abstract
WORD COUNT: 1256

TEXT:

... contains the scenario editor. This is an outstanding potential training tool.

A review of any **computer game** must include the sound and graphics. In The Operational Art of War, the effects are are represented by squares **color coded** by country and, sometimes, by **type**. For instance, German World War II units are uniformly gray, but Waffen SS units are...

...a criticism since the game is not meant to be a fast, "shoot 'em up" **type** of simulation.

The computer requirements for this game are a Pentium processor or compatible, Windows...

9/3,K/3 (Item 1 from file: 608)
DIALOG(R)File 608:KR/T Bus.News.
(c)2003 Knight Ridder/Tribune Bus News. All rts. reserv.

00276799 Story Number: 21680 (USE FORMAT 7 OR 9 FOR FULLTEXT)
SAN JOSE MERCURY NEWS, CALIF., PHILLIP ROBINSON COLUMN
Phillip Robinson
San Jose Mercury News
May 15, 1995 20:07 E.T.
DOCUMENT TYPE: Newspaper RECORD TYPE: Fulltext LANGUAGE: English
WORD COUNT: 1454

...TEXT: for kids. In DOS and Macintosh versions, it shows the famous Mario character from Nintendo **video games** in dangerous situations, as in Nintendo games, which you have to run and swim through by typing the correct characters and **words**. They can choose beginner, intermediate or advanced levels and set their own goals. Kids with **video games** at home will be familiar with Wet World and Tunnel of Doom. A **color - coded**, animated keyboard image directs their fingers. Results are reported in characters typed, errors made and **words** per minute racked up. Progress in learning also results in a Mario story unfolding, involving...

9/3,K/4 (Item 2 from file: 608)
DIALOG(R)File 608:KR/T Bus.News.
(c)2003 Knight Ridder/Tribune Bus News. All rts. reserv.

00276374 Story Number: 5528 (USE FORMAT 7 OR 9 FOR FULLTEXT)
SAN JOSE MERCURY NEWS, CALIF., PHILLIP ROBINSON COLUMN
Phillip Robinson
San Jose Mercury News
May 14, 1995 15:06 E.T.
DOCUMENT TYPE: Newspaper RECORD TYPE: Fulltext LANGUAGE: English
WORD COUNT: 1450

...TEXT: for kids. In DOS and Macintosh versions, it shows the famous Mario character from Nintendo **video games** in dangerous situations, as in Nintendo games, which you have to run and swim through by typing the correct characters and **words**. They can choose beginner, intermediate or advanced levels and set their own goals. Kids with **video games** at home will be familiar with Wet World and Tunnel of Doom. A **color - coded**, animated keyboard image directs their fingers. Results are reported in characters typed, errors made and **words** per minute racked up. Progress in learning also results in a Mario story unfolding, involving...

9/3,K/5 (Item 1 from file: 613)
DIALOG(R)File 613:PR Newswire
(c) 2003 PR Newswire Association Inc. All rts. reserv.

00975662 20030505NYM074 (USE FORMAT 7 FOR FULLTEXT)
Sharp Introduces New Notevision A10S-SL SVGA Projector
PR Newswire
Monday, May 5, 2003 09:04 EDT
JOURNAL CODE: PR LANGUAGE: ENGLISH RECORD TYPE: FULLTEXT
DOCUMENT TYPE: NEWSWIRE
WORD COUNT: 666

TEXT:
...while lowering fan noise from 35dB to 31dB -- relatively whisper-quiet for projectors of this **type**. 4500 hours of lamp life allows users to save the money they would normally spend...

...yet durable and light enough for portable use. The projectors are HDTV, DVD, VCR and **video game** station-compatible and offer multiple inputs, including RGB, composite RCA, S-Video and RS-232C...
...icon-based and uses common terminology rather than technical jargon. Computer and video inputs are **color - coded** to simplify setup for users when connecting cables to a PC, Mac or Workstation.
Sharp...

9/3,K/6 (Item 1 from file: 696)
DIALOG(R)File 696:DIALOG Telecom. Newsletters
(c) 2003 The Dialog Corp. All rts. reserv.

00629114

Category Killers Move to Kids Arena

SELLING TO KIDS

October 14, 1998 VOL: 3 ISSUE: 21 DOCUMENT TYPE: NEWSLETTER

PUBLISHER: PHILLIPS BUSINESS INFORMATION

LANGUAGE: ENGLISH

WORD COUNT: 816

RECORD TYPE: FULLTEXT

(c) PHILLIPS PUBLISHING INTERNATIONAL All Rts. Reserv.

TEXT:

...of the year because of the climate.

Colvin was selective about vendors. Commonplace retailers, and

video games are not welcome at the mall. "We have to have very unique stores and a...

...materials are

located under one roof. "They shop and play with almost a category-killer **type** of mentality," he says.

Mania for Animals

In addition to stores like Jungle Jam (musical...stands in the center of the food atrium

* Railings and columns on each floor are **color coded**

* Music piped throughout the mall is customized to the clientele and time of day (swing...
?

16/3,K/1 (Item 1 from file: 9)
DIALOG(R)File 9:Business & Industry(R)
(c) 2003 Resp. DB Svcs. All rts. reserv.

3707438 Supplier Number: 03707438 (USE FORMAT 7 OR 9 FOR FULLTEXT)
Engineering Tools Move into Cyberspace.

Transmission & Distribution World, v 55, n 3, p NA
March 01, 2003
DOCUMENT TYPE: Journal ISSN: 1087-0849 (United States)
LANGUAGE: English RECORD TYPE: Fulltext
WORD COUNT: 1857

(USE FORMAT 7 OR 9 FOR FULLTEXT)

TEXT:

...PacifiCorp also provides substation loading information to OVS so that maps can be generated to **display color - coded** substation **locations** to **represent** peak-load substation transformer utilization. OVS is equipped with excellent reporting capabilities to generate detailed...

16/3,K/2 (Item 1 from file: 15)
DIALOG(R)File 15:ABI/Inform(R)
(c) 2003 ProQuest Info&Learning. All rts. reserv.

02557076 322116741
Engineering tools move into cyberspace
Williams, Bradley R; Mansfield, Curtis; Brown, Richard E; Kazemzadeh, Hormoz
Transmission & Distribution World v55n3 PP: 27-36 Mar 2003
ISSN: 1087-0849 JRNL CODE: TMD
WORD COUNT: 1945

...TEXT: PacifiCorp also provides substation loading information to OVS so that maps can be generated to **display color - coded** substation **locations** to **represent** peak-load substation transformer utilization. OVS is equipped with excellent reporting capabilities to generate detailed
...

16/3,K/3 (Item 1 from file: 636)
DIALOG(R)File 636:Gale Group Newsletter DB(TM)
(c) 2003 The Gale Group. All rts. reserv.

05516721 Supplier Number: 98979011 (USE FORMAT 7 FOR FULLTEXT)
Engineering Tools Move into Cyberspace.
Williams, Bradley R.; Mansfield, Curtis; Brown, Richard E.; Kazemzadeh, Hormoz
Transmission & Distribution World, v55, n3, pNA
March 1, 2003
Language: English Record Type: Fulltext
Document Type: Magazine/Journal; Trade
Word Count: 2057

... PacifiCorp also provides substation loading information to OVS so that maps can be generated to **display color - coded** substation **locations** to **represent** peak-load substation transformer utilization. OVS is equipped with excellent reporting capabilities to generate detailed...
?

25/3,K/1 (Item 1 from file: 88)
DIALOG(R)File 88:Gale Group Business A.R.T.S.
(c) 2003 The Gale Group. All rts. reserv.

05965404 SUPPLIER NUMBER: 79900663
Employment and unemployment developments, August 2001. (Statistical Data Included)
Employment and Earnings, 48, 9, 1(133)
Sept, 2001
DOCUMENT TYPE: Statistical Data Included ISSN: 0013-6840
LANGUAGE: English RECORD TYPE: Fulltext
WORD COUNT: 50717 LINE COUNT: 24412

... primary or secondary job -- --

(1) Multiple jobholders as a percent of all employed persons in specified group.

(2) Includes a small number of persons who work part time on their primary...

25/3,K/2 (Item 1 from file: 610)
DIALOG(R)File 610:Business Wire
(c) 2003 Business Wire. All rts. reserv.

00678961 20020313072B6239 (USE FORMAT 7 FOR FULLTEXT)
New York Icon FAO Schwarz Invites LA to Come Out and Play at Newest Flagship Location - The Grove at Farmers Market-NY Meets LA When Former Yankee and Baseball Legend Reggie Jackson Squares Off Against Former LA Dodger Star...
Business Wire
Wednesday, March 13, 2002 08:02 EST
JOURNAL CODE: BW LANGUAGE: ENGLISH RECORD TYPE: FULLTEXT
DOCUMENT TYPE: NEWSWIRE
WORD COUNT: 1,085

...the key word during the FAO Schwarz grand opening weekend, which will be filled with **games**, special appearances, free giveaways, and plenty of fun. Taking center stage is a reprisal of...

...FAO Schwarz at the Grove will have an assortment of FAO exclusive boutiques and those **representing** kids' favorite **characters**. The opening assortment of shops includes an FAO Schweetz interactive candy store, FAO Baby - offering...

...of the store, FAO Schwarz at the Grove features a free flowing floor plan with **color - coded** ceilings that lead visitors to boy, girl and infant departments. FAO Schwarz official Toy Demonstrators...
?

13/7,K/1 (Item 1 from file: 148)
DIALOG(R) File 148:Gale Group Trade & Industry DB
(c)2003 The Gale Group. All rts. reserv.

01756369 SUPPLIER NUMBER: 02623306 (THIS IS THE FULL TEXT)
**Questions surround video market; following Wall Street jolt, game makers
shift attention to home computers.**

Leccese, Donna
Playthings, v81, p96(2)
Feb, 1983

TEXT:

Questions surround video market

Despite the shock waves that video games sent throughout the financial world in early December, and the resulting negative publicity, toy buyers have not lost interest.

Based on early reports, Christmas 1983 was good for video products. However, now that supply has met demand, retailers face tougher decisions concerning duplication of product, limited shelf space, decreased profit potential, and the relatively short life span of game cartridges. But buyers are not the only ones with unanswered questions. Because of recent events, manufacturers are also re-evaluating the market situation.

The first jolt came on December 8 when Warner Communications, which owns Atari, announced that anticipated earnings for 1982 would be 10 to 15 percent better than 1981's--significantly below previous expectations. Disappointing sales of Atari game cartridges and substantially lower sales of Atari coin-operated games were blamed.

Warner's report, which drove the company's stock down 16 3/4 points, also sent the prices of other game makers, and most surprisingly, those of top video retailers, tumbling. The announcement from Warner was followed by word from Mattel that it would show a loss for the fiscal fourth quarter attributed to a weak retail environment and higher marketing costs, a direct result, it says, of tougher competition in the industry.

At least one independent software producer was also affected. In November, Imagic reported that sales in its first full fiscal year, which ends in March, could exceed \$75 million. The company had planned to become the first public company born out of the video game industry in December, but in light of unsettled market conditions, it decided to postpone its public offering of common stock until early this year. When market conditions are clarified, and its new products are introduced, the company is planning to proceed.

Perhaps the market is already passing the hurdles. Games By Apollo, the first video company to report financial problems, filed for protection under Chapter 11 last November. However, the company was back in action at the Winter Consumer Electronics Show, with the introduction of four new game cartridges. Like other software producers, most new products will be geared for home computers or the new Atari 5200, rather than the Atari 2600.

According to industry analysts, most software manufacturers should probably shift their attention to the home computer market. By the end of 1982, video game penetration in the American home was projected to be at 20 percent, compared to just 2 percent for the home computer. Although many video game makers see the merging of the two markets in the near future, they still think 1983 will prove to be another strong year for video.

In his report "The Video Game Industry," issued in February, 1982, analyst Richard Simon of Goldman Sachs found that "due to improving technology, lower price points, foreign market potential, and still modest penetration in the U.S., healthy growth could be realized through 1985." Simon does note, however, that the continuing flow of competitors could result in a "culling of the weaker participants by the end of 1983."

Simon continues, "A strong presence in computers, along with a

substantial software backup will be required to maintain a secure position in the home video game marketplace.' This year Simon believes there will be a major shift toward marketing, and says many competitors will not be able to measure up to the challenge.

According to the report, home computers represent the most confusing element from both competitive and market saturation standpoints. There is an ever-increasing overlap between computers and games, and the line is being erased by game software for computers, limited educational capabilities of games, hybrid systems, and converging marketing strategies, Simon states.

The report concludes by predicting that the flow of computer game software and the development of lower-priced computers will result in a merging of the two product markets for the average consumer. "High and low priced pure game markets will continue to exist, but computer games that are priced at or below the high priced game should eventually become interchangeable with these games," Simon speculates. "We believe a major computer effort will be essential to game manufacturers' long-term presence in the industry."

For now, video is still out in front. There are some 400 titles on retail shelves designed for game systems, and by year-end about 200 more will be added. Advertising expenditures for the games will be in the area of \$200 million.

Turn the page for PLAYTHINGS' extensive coverage of this year's new offerings.

Thumb Power puts imprint on its new handheld games

Thumb Games from Thumb Power is a new advanced line of electronic handhelds. Manufactured by Masuyada Games of Japan, Thumb Games will be introduced in eight different versions.

Thumb Games feature slimline design, color graphics, beginning and expert play levels, and continuous action display to attract consumer attention.

Each game has a built-in stand and doubles as a highly accurate digital alarm clock. Its LCD display is large for easy reading. All Thumb Games contain two games in one, each with a sophisticated random factor.

Two Thumb Games, "Samurai vs. Ninja" and "Jungle Adventure/ Woodman," have patented, alternating display graphics for exclusive motion and dimensional qualities similar to full size video arcade games. All Thumb Games come with long life NiCad batteries.

Magnetic Tape enters with ZiMAG games

Magnetic Tape International is entering the electronic video games business by releasing 12 games in cassette, cartridge, and floppy disk configurations.

The games released in cassette and floppy disk formats are compatible with the Atari 400/800 Computer and the Commodore Vic 20 equipment. Games issued in cartridge format are compatible with the Atari 2600, Commodore Vic 20, and Sears Tele-Games.

The 12 video games, all original productions, will be advertised under the ZiMAG brand. Some of the titles are: Station ZiMAG, Wabaloo, Nineball, Inca Sun, Space Mines, River Race, and Cat-Nap.

Comma Vid punctuates its video game line with alien missions

Cosmic Swarm, Room of Doom, Mines of Minos, and Mission Omega are the current video games from Comma Vid.

The firm's aim is to keep the player involved and he or she must fight off the attacking alien termites before they jam your space station in Cosmic Swarm.

Room of Doom asks the question: Can you escape from the gunmen trying to annihilate you? In Mines of Minos, aliens stalk the corridors. A single robot survives to battle them. It's the last mission from earth, and you are the only one who can save the universe--that's Mission Omega.

Data Age takes a rock 'n roll trip with Journey

Data Age says that the world's first rock 'n roll video game is being

produced by the firm along with Journey, a San Francisco rock group. The game, Journey Escape, comes from the rock group's latest release, "Escape," which has sold more than 5.5 million copies.

Journey Escape will be supported by a heavy promotional campaign during the first quarter, according to Data Age, and will be concurrent with Journey's 1983 national concert tour.

In addition to Journey Escape, three other games are being released. All are compatible with the Atari 2600 VCS. They are Bermuda Triangle, Frankenstein's Monster, and Secret Agent (a tentative title).

The player in Bermuda Triangle ventures to the bottom of the ocean and discovers a lost city. The goal is to collect as many artifacts as possible before the giant squids, sharks, mines, robotic sea creatures, and lasers get you.

In Frankenstein's Monster, you must gather stones from the dungeons of the castle and carry them to the tower where the monster is being created. There, you must construct a barrier around the monster before the ghoulis creatures stop you.

Secret Agent puts you in the Swiss Alps where one of your agents is being pursued by enemy spies. Amid gunfire, secret military documents and billions of dollars in stolen money fall over the edge of an abandoned bridge. You collect the valuables while avoiding grenades, timber, and other hazards.

Parker Brothers announces debut of computer software

Responding to the growth of the personal computer market, General Mills' Parker Brothers is entering the market for personal computer software. Entry into this market follows the company's introduction to the video game category last year.

In 1983, Parker will produce a line of game cartridges, which will be compatible with such home systems as the Atari, Commodore, and Texas Instruments.

The software line will include products for game players of all ages. Popular arcade games such as Frogger will be included. Adventure games are being developed and Parker also will introduce a series of children's games.

Among the home video games is Marvel Comics' Spider-Man, whose mission is to save the city from destruction by an army of petty criminals led by the infamous Green Goblin. Spider-Man is compatible with the Atari Video Computer System and Sears Video Arcade, and Parker plans to make it compatible with Intellivision by summer.

Players can paint the town in Amidar home video game. Reflexes are put to the test in this one-player game. The challenge is to furiously trace maze lines with gorillas or paint rollers while wild warriors and pigs chase in hot pursuit. Amidar is compatible with Atari and Sears systems.

Tolkien's magical kingdom is featured in Lord of the Rings, which will be compatible with the Atari and Sears systems in the fall and with Intellivision at the end of 1983. Lord of the Rings can be played by one or two players, aged 10 to adult.

Luring gamesters into the treasure troves of King Tut's tomb is Parker's Tutankham. Entombed deep within the earth, the mystery and the magic of the King Tut legend endures. Players venture into the depths of the tomb in search of keys that will unlock secret vaults rumored to be laden with fortunes in treasure.

Other home video games from Parker Brothers are Reactor, Super Cobra, Sky Skipper, Strawberry Shortcake Musical Match-ups, The Incredible Hulk, and James Bond Agent 007.

Ms. Pac-Man and Donkey Kong Jr. swing into Coleco

Ms. Pac-Man and Donkey Kong Junior have entered Coleco's line of electronic, self-contained portable tabletop arcade games.

Coleco has been granted an exclusive license by Midway for Ms. Pac-Man and by Nintendo for Donkey Kong Junior to manufacture the only

tabletop versions of the hit arcade games.

Ms. Pac-Man is styled after the arcade game with its authentic decorations, large, bright multi-colored vacuum fluorescent display, and two joystick controls. It's two games in one.

In Donkey Kong Junior, Mario the carpenter has captured and caged his former adversary, the mighty Donkey Kong. But help is on the way, for Donkey Kong Junior will try to save his dad. The game is recommended for players ages 8 to adult.

Zaxxon now is available in a tabletop model, licensed by Sega Enterprises. The unit features Zaxxon graphics, two vacuum fluorescent displays, an aircraft-style joystick, and two fire buttons.

Coleco also is expanding its line of high-resolution Coleco Vision video game cartridges. During the first six months of 1983, Coleco will market 15 new cartridges bearing wellknown titles licensed from the arcade, motion picture industry, sports world, and other areas of entertainment.

In the arcade area, Coleco will offer Space Fury, Space Panic, Victory, Donkey Kong Junior, Looping, Gorf, Pepper II, Mr. Do, and Buck Rogers on the Planet of Zoom. Also available will be Slither--included with Coleco's new Roller Controller.

From the motion picture industry, Coleco has selected the boxing idol Rocky for its boxing game cartridge, Rocky Battles the Champ.

In sports, cartridges will include Skiing, Contact Football, and Contact Baseball.

Ken Uston, the famous cardcounter and video game expert has been chosen to sponsor Coleco's new gaming cartridge which is called Ken Uston Blackjack/Poker.

With its development of the Super Action Controller, Coleco has made it possible for the ColecoVision player to see and hear and also physically feel sports game action right in his hand. The controller offers more precise control and more play options than ever possible before in home video game playing, according to the firm.

The new Roller Controller, a control console used with Coleco Vision, provides precise, fingertip control over the speed and direction of the video characters. The Roller Controller console features a free rolling track ball that gives the player 360-degree field movement of the game characters.

Coleco's line of video game cartridges for play on the Atari 2600 Video Computer System or on the Intellivision Master Component has been expanded. In the first half of '83, Coleco will bring out seven titles for use with the Atari 2600 VCS. The games include Donkey Kong Junior, Looping, Mr. Do, Zaxxon, Turbo, Rocky Battles the Champ, and Smurf Rescue in Gargamel's Castle.

For use with the Intellivision Master Component, Coleco will offer Donkey Kong Junior, Looping, Peper II, Mr. Do, Turbo, Mouse Trap, Zaxxon, Lady Bug, Venture, Cosmic Avenger, and Smurf Rescue in Gargamel's Castle.

Atari Kid's Library opens fun games and educational vistas

The Atari Kid's Library describes Atari's growing collection of educational fun and games for children under age 12.

The manufacturer had joined with various other companies to create a special place for young people in the video computer game market. Some of the other firms are Children's Computer Workshop, United Features Syndicate, Walt Disney Productions, and Henson Associates.

Games developed for this age group have been especially designed and play-tested to insure maximum benefit, enjoyment, and accessibility, according to Atari. A special controller using easily understood keypad overlays has been designed to aid a child's emerging motor skills and recognition abilities. Each game is appropriate to its age level.

In cooperation with the Children's Computer Workshop, Atari is releasing five game cartridges for the VCS 2600 system. These games are designed for 3-7 year olds. Later in the year, Atari will release other CCW games for the Atari 5200 Advanced Game System.

Oscar's Trash Race, an exciting race, reinforces counting and numeral recognition skills. It will be available in July.

Available in May will be Cookie Monster Munch, a maze game that develops mapping skills for youths.

Available in July will be Alpha Beam and Big Bird's Egg Catch, and Grover's Music Maker will be shipped starting in May.

The Peanuts' characters from United Features will join the Atari Kids Library in the fall. The games are designed for preteens.

Atari is working with Disney Productions to develop game cartridges for preteens. The games will feature such Disney characters as Mickey Mouse, Donald Duck, and Snow White.

Entex goes hog wild over Piggyback entry

The Entex 2000 Piggyback Computer uses state-of-the-art electronics to convert the Atari 2600 and 2600A VCS units and the Sears Tele-Game Video Games Systems into a high-powered, full-size family home computer.

With its built-in 8K BASIC, the Entex 2000 is ready to be used as a computer right after plugging it into the Atari.

There are a full-sized keyboard, nine special-function keys, and four cursor movement keys.

Available for the 2000 will be the optional 16K expansion module and the peripheral expansion cartridge for cassette interface and RS-232 compatibility.

The heart of the Entex 2000 computer is its microprocessor. The Entex 2000 uses the high-speed, eightbit Z-80A coupled with its 8K BASIC and 3K of RAM for a highpowered data system.

The display section of the Entex 2000 features 128 characters and a 32 by 16 character display for ease of viewing on any black and white or color TV.

Software for the Entex 2000 will be in the form of cartridges, which will be designed for programs that will help manage a household, programs that teach, and programs that make learning fun.

TI's motto: Make learning come to life

Texas Instruments has increased its collection of learning aids in the categories of Magic Wand Speaking Reader, Speak & Spell, Speak & Math, Touch & Tell, Speak & Read, and The little Professor.

The voices of TI's learning aids have Solid State Speech, which provides human inflection, tone, and fidelity, according to the firm.

Starting with its own 56-page companion storybook, the Magic Wand Speaking Reader unlocks the world of the written word for children 4 and up. Magic Wand actually reads printed books, posters, cards, and games. For the first time, a young child can hear a book read aloud without a parent or teacher.

Among the TI books are My First Animal Book; Zany Zingers; Sprites' Adventures at the Circus; Monsters Everywhere; Wings, Wheels, and Waves; Mac's Big Surprise; The Wonderful Sound Store; The Droopy Dragon; and The Alphabet Zoo.

In the TI character series, there are Spider-Man and the Disappearing Zoo; Talking E.T. Wordbook; The Berenstain Bears' Olympics; The Great Monster Party; Time of the Dinosaurs, as well as others.

A number of books have been produced in collaboration with Golden Books, Western Publishing Co. They include Addition Magician; Where, Oh Where, Is Baby Bear?; and We Can, Can You?, and eight others.

Speak & Spell brings spelling exercises to life for grades one through eight.

Speak & Math is directed toward children in grades one through six and Speak & Read is for preschoolers through grade three. Among the latter's cartridges are Dog on a Log, On the Track, Who's Who at the Zoo, A Seal That Could Fly, and others.

There are seven Touch & Tell cartridges and included are Alphabet Fun, All About Me, and E.T.

The Little Professor is called a math student's best friend by the

firm, and it has 50,000 preprogrammed problems.

Low-cost personal computer tapped out by Video Technology

Video Technology is making news with the VZ100, designed for beginners, expandable to advancing levels, and priced below less sophisticated units, according to the firm.

The VZ100 Personal Computer has a 3K byte Random Access Memory and BASIC, the universal computer language. The company says the VZ100 is the only computer in its price range to offer a full-size, professional styler, movable-key key-board with soft-rubber keys arranged to help even an unskilled typist avoid errors. The VZ100 can use any cassette tape recorder as a memory storage.

As user's skills increase, the VZ100 can be expanded. Video Technology offers a complete range of peripherals including 16K memory expansion, 64K memory expansion, joysticks, printer, light pen, modem, disc drives, bar code reader, monitor, and a full line of software.

Get organized with Westmark

Videopak, The Ultimate Organizer, is being unveiled by Westmark to organize video games.

The firm claims the Videopak is the first video game organizer that also is a game console, storage unit, and carrying case.

Videopak accepts Atari, Intellelevision, and ColecoVision units. It is made of high-impact ABS plastic and styled in a computer-age design. With Videopak, the video game is placed on a playing console, the cartridges are organized, and the game and accessories may be stored in the convenient molded cover.

For persons who already have disposed of the manufacturer's boxes, the VPA-8 insert is available to hold the game cartridges, books, and overlay cards. With the introduction of the leg module, Videopak will convert into a video game table.

Nintendo is going ape over Donkey Kong Junior

Can the son of Donkey Kong save his para from Little Mario's impenetrable prison?

That is the question Nintendo is asking.

The firm says that Donkey Kong Junior offers exciting sound effects, visual imagery, and challenging playboards.

Donkey Kong Junior is a death-defying little monkey, shrewd, and cunning, who resists all enemies to rescue Papa Donkey Kong.

Popeye is smashing his way into video games via Nintendo. The longtime favorite character again is giving a "pow" to Brutus.

Nintendo also has two-way microcomputer games with built-in alarm, called Game & Watch. They come with their own stands, and they fit neatly in breast pockets. Some of the titles: Parachute, in which skydivers jump from a helicopter and a lifeboat tries to catch them; Octopus, in which divers search for treasure on the ocean floor while evading the tentacles of an octopus who tries to catch them; Popeye; Fire; Turtle Bridge, and Fire Attack.

Game & Watch also comes in a double-screen version, which opens up into a two-screen game. Two titles: Donkey Kong and Oil Panic.

Nintendo's Radar Scope demands acute concentration and coordination. Its special features include rapid-fire laser blaster, full-color monitor, three-dimensional vectors, curvature of field, difficulty programmed by operator, one or two-player selectability, low maintenance and high reliability, and adjustable coinage.

Yamaha making music with its Mini-Printer

An electronic musical keyboard that prints musical notes has waltzed into Yamaha Specialty Products.

Using the same memory keyboard as Yamaha's earlier models, the Mini-Printer MP-1 records notes and chords, time signatures, and flats and sharps on a treble clef staff printed on adding machine-like tape.

The memory allows a person to play duets or counterpoint with the MP-1, and the MP-1 has a 480-note or 120-chord capacity.

Designed primarily for home use, the MP-1 weighs just over four-and-a-half pounds and operates on AC or batteries. Yamaha executives see a wide range of applications in addition to entertainment--they believe composers, arrangers, teachers, and students will find the MP-1 useful. The firm has stated that this is the only consumer version of a musical printer.

After practicing a song or composing a new melody, the player can use the keyboard's Easy Print function to obtain a printed score at the touch of a button.

Koch Co. releases the Triggerstik

The Koch Co. has brought out Triggerstik, which the firm calls the only arcade-style joystick adapter for home video game use featuring the fire button on top.

Triggerstik is designed to convert Atari and compatible joysticks to arcade-style operation. It slips on and twists into position, requiring no assembly, no wires, and no electricity.

Free point-of-purchase displays are available. Koch Co. is the exclusive sales and distribution entity for Triggerstik, which is manufactured by Alpha Enterprises of Canton, Ohio.

Rich Koch, president of the Koch Co., designed Triggerstik. He said the Triggerstik is five times less expensive than the average price of competitive joystick units.

Mattel Electronics sparks line with Aquarius and Intellivision

Two major product introductions are highlighting Mattel Electronics' 1983 line.

One is the firm's entry into the TV-compatible, low-priced homecomputer field with a versatile freestanding computer console under the Aquarius brand name. The unit and its peripheral and software products offer consumers significant advantages, including memory expansion, beyond the capability of competitive products, according to Mattel Electronics.

The firm's Aquarius System has been designed for simple operation and programming and will serve the entire family from beginners to sophisticated users. It has maximum memory capability of 52K.

Aquarius Console features CP/M capability, built-in Microsoft BA-SIC, 16-color graphics and the ability to display 256 different characters on the user's TV screen. Peripheral products include a 40-column thermal printer, a data recorder, and the Aquarius Mini Expander, which accommodates a memory cartridge and game cartridge and provides two-hand controllers for enhanced game play. Four primary categories of plug-in software will be available, including Education, Home Management, Personal Improvement, and Entertainment.

A breakthrough in software development has been achieved with a low-priced LOGO cartridge that does not require purchase of additional hardware to utilize the program.

Additional hardware and software components may be purchased separately.

Strong retail merchandising and promotional activities will be under-taken to build consumer awareness.

The second major product available through the firm is the Intellivision Entertainment Computer System featuring the fully programmable Intellivision Computer Keyboard and Adaptor Modules, which perform the functions of a sophisticated home computer when used in combination with the Intellivision Master Component video game console.

Based on results from test markets in 1981-82, the original Keyboard Component has been redesigned as a home computer. Initial distribution is expected by mid-1983.

When the Computer Keyboard and Adaptor Modules are plugged into the Intellivision Master Component's 16-bit microprocessor, the system utilizes built-in BASIC program language and a range of software. It includes color-coded graphics to teach children through game play, three-dimensional graphics combined with music, a new generation of sports games, as well as

the opportunity for individuals to program their own home video games for entertainment .

Move over, Sinatra, Odyssey has The Voice

For the first time, according to Odyssey, home video games can talk back to the players.

The Voice, a speech and sound effects module, can be attached to a standard Odyssey2 console with no extra wires or cords. With special cartridges, it can help children learn to spell or do math problems as well as provide arcade-like sound enhancement.

For example, with the new Type and Tell cartridge, a player can type in any message on the Odyssey 2 keyboard and The Voice will repeat it word for word. By using a little imagination, players can create their own sound effects such as a train whistle or the clackety-clack of a broken down car.

Other educational cartridges for The Voice include Nimble Numbers N.E.D. and S.I.D. the Spellbinder. Both games feature arcade action as a reward incentive to keep the children's attention.

New arcade games with voice and sound capabilities include Attack of the Timelord, Smithereens, P.T. Barnum's Acrobats, and K.C.'s Krazy Chase, an updated version of one of the firm's most popular cartridges.

In addition, a new generation of arcade, sports, educational, and Master Strategy Series game cartridges that utilize The Voice will be made available.

Ultravision brings the arcade home with portable unit

A self-contained portable unit with 10 diagonal high-resolution color monitor, the Ultravision system treats viewers to superior graphics and screen effects --similar to those available on coin-operated games.

A built-in dual-speaker sound system enhances special effects such as reverberations, time delay, and echo. Headphone jacks for optional private listening and volume control also are built in.

Ultravision is computer compatible and expandable. It is powered by a 6502 microprocessor, the same chip that powers the Apple II, Atari 800, Commodore, and other personal computers. It has 64K RAM memory, and peripherals easily can be added through the console's input-output ports.

The system also may be used with VCRs and cameras, for remote play, and for home-security monitoring when connected to a closed-circuit camera. It's also a TV, which runs on its own system. Software and accessories are available.

PM Industries is playing up to six handheld computer games

Six handheld computer games with built-in quartz clocks have been tapped for this year's PM Industries' line. Two of the games also incorporate full calculator functions. The games have outer space, sports, and adventure themes.

Shuttle Voyage and Thief in Garden have the calculator functions. They add, subtract, multiply, and divide, as well as do mixed, constant, power, and percentage calculations.

The other four games are Space Rescue, Space Mission, Spider, and Goalkeeper.

All six games have clock/watch functions, and each is 4 1/4' wide by 3' high by 1/2' thick. Screens are liquid crystal displays and the games are powered by two 1.5 volt penlight batteries.

Recreational programs on tape help Commodore sail into '83

Commodore is setting the pace with a line of recreational programs prerecorded for use with the VIC 20 Personal Computer and Commodore's Cassette Tape Recorder.

Car Chase is a race car simulation that lets the player match wits against the computer. The player races around a mazelike track, picking up points, but the computerized car is racing around in the opposite direction, trying to crash into the player. Fast action for all ages.

Two games in one is Slither/Super Slither. Slither is a beat-the-clock-type game. Numbered targets appear and disappear at random. Can the player guide the Slither to the target and get the points before

time runs out? Super Slither is even harder.

The Blue Meanies From Outer Space are coming. To defend oneself, the player has laser cannons, fuel supply ships, and a repair robot. The Meanies get meaner after the first wave. This game is especially designed for young computerists.

VIC 21 Casino Style Blackjack asks the question: Can you beat the dealer? One or two players are pitted against the house.

Biorhythm/Compatibility. Are you compatible with your boss? Lover? Relatives? The VIC Biorhythm Game charts your biorhythms and compares you with anyone you choose. You can find out which days are intellectually, physically, or emotionally critical.

Spacemath is an educational game for children in grade one through five.

It combines elementary math drills with the excitement of a space action game.

Robot Adversary declares checkmate on the 21st century

The game of chess jumps into the next century with Robot Adversary, now available from Novag Industries, through Gavon Corp.

The unit is controlled by a powerful microcomputer program, the 24K My Chess.

State-of-the-art technology enables Robot Adversary to "think" up to nine moves in advance and solve mate in seven.

The unit teaches and challenges, offering levels of play from beginner through Grand Master. No buttons or codes are required to play because the computer responds to the actual manipulation of the pieces on the board.

After each game, the board resets itself automatically and continues with a new match.

Automated Simulations introduces ROM cartridges

A series of ROM cartridge games for the Atari 400/800 and Commodore VIC-20 personal computers has been produced by Automated Simulations/ EPYX.

The ROM (read-only memory) cartridge contains its own printed memory circuits and only needs to be plugged into the computer for instant access to its contents. In contrast, cassettes and disks require both waiting time and a series of commands to the computer to load their contents into its memory.

EPYX games combine the fast action, sound and color graphics of an arcade game with strategy and creative problem-solving.

Temple of Apshai, available in cassettes and disks, was dubbed Computer Game of the Year by the Game Manufacturers' Association. It now is available for the Atari, IBM, and Commodore 64 home computers. In addition, for Apple owners, fully animated real-time graphics and sound effects have been added. Sound effects and enhanced graphics also have been added to the TRS-80 version.

Among EPYX's games are Monster Maze, Alien Garden, as well as its Plattermania.

Monster Maze features 3-D graphics, ever-changing mazes, and nine progressive levels of skill. More than 40 different monsters hunt down the player as he moves through the maze. He finds gold bars and vitamins, which enable him to destroy the monsters and escape, unless he uses up his nine lives.

Monster Maze is available in ROM for the Atari 400/800 and VIC-20, and game also is available on disk for the Apple and on cassette for the TRS-80.

In Alien Garden, the player is a hungry alien, challenged to survive in a world of up to 19 mysterious crystal life forms. He must decide whether to sting, avoid, or eat each type of crystal. Nine skill levels add to the challenge.

Plattermania features fully animated color graphics of a circus performer and his swaying rods, each balancing a spinning plate.

Computer Practice Keyboard Co. goes portable

To make keyboard fingering a lot easier to learn while away from an actual computer, Computer Practice Keyboard Co. has produced a printed keyboard with each special key function explained so it is possible to practice finger positions any time or any place.

The firm says the product, Portable Keyboard, is especially good for someone who is studying a particular computer but has not bought one.

Scholastic whizzes in with Wizware

Scholastic Inc. enters the retail computer software market with Wizware, a line of computer programs for children 8 to 14. Wizware is designed to be an interactive gateway to learning about an array of topics--art, literature, and simple computer programming, for example.

Six program titles are slated for delivery in the spring in disk and cassette formats. These will be compatible with the Apple II Plus, Atari 800/400, TI 99/4A, and VIC-20.

Included are: The Microzine, the first computer "magazine" for children; Square Pairs; Turtle Tracks; Nerd Alert; Your Computer; and Electronic Birthday.

Activision's vision: Many new cartridges for 1983

Oink!, which will be released in March, is one of the new games planned by Activision.

The game is the first Activision game from designer Mike Lorenzen, and it is for one or two players. A modern version of the tale of the three little pigs and the wolf, the challenging and suspenseful game is compatible with the Atari Video Computer System and the Sears Tele-Games Video Arcade.

Because everybody like to play the bad guy sometime, one of the two-player versions of Oink! lets players interchange roles between the frightened piggie and the villain wolf. The switch is made each time the pig hotfoots it off the screen.

Promotional support for the game will include a TV advertising campaign as well as four-color ads in consumer and trade magazines.

Another new game is Seaquest, a nautical adventure and action game designed by Steve Cartwright. It combines the adventure of a deep sea treasure expedition with the frenzied action of an underwater naval battle in shark-infested waters.

Dolphin, to be shipped in April, is the first Activision game from Matthew Hubbard. In the single-player undersea chase, sound is an essential element of the game play. Dolphin demands that the player use his ears as well as his eyes to master the play. Using the Joystick Controller, the player outruns the squid by guiding the crafty dolphin through small gaps in the vertical walls of sea horses.

Keystone Kapers, the first Activision game from Garry Kitchen, is a single-player madcap chase between a lovable Irish cop and a roguish robber. It takes place in a 1920s department store.

In River Raid, the player needs a pilot's skill, a strategist's savvy, and a fighter's nerve.

River Raid was designed by Carol Shaw.

The above games also are compatible with the Atari and Sears, as are the planned Plaque Attack, Enduro, and Robotank.

For Mattel's Intellivision, Activision has designed Pitfall! and Stampede, which will be distributed in 10 countries in Europe and in Australia. Happy Trails also is compatible with Intellivision.

Starpac casting out Dragonstomper

Dragonstomper, Starpac's second Multi Load game for the Atari Video Computer System, has been brought out.

Starpac probably is best known for its Supercharger, a hardware innovation that brings increased computing power to the Atari VCS and allows its games to be recorded on audiocassettes. The cassette medium achieves greater memory capacity and game complexity at substantially lower prices than other game cartridges for the VCS.

A Multi Load game differs from other video games because it combines

a series of games, based on a single theme, onto one cassette. It is similar in concept to the chapters of a book.

Each game, or load, adds new characters, scoring, and objectives, as well as increasing levels of difficulty.

In Dragonstomper, the player travels first through a medieval land (the first load), battling demons and beasts, and gathering strength, gold, and wares. Then the player crosses the bridge into a windswept desert (the second load.) There, he trades his gold and other items for potions, weapons, and other tools needed to make it through the dragon's lair and fight the dragon. There also is a third load.

In addition to Dragonstomper, Starpath also has Escape From the Mindmaster, Phaser Patrol, Communist Mutants From Space, Fireball, and Suicide Mission.

Unitronics stretches out its line with Expanders

Unitronics, a wholly owned division of Unitoys, has brought out Expander and Expander II for use with the Atari 2600 VCS.

The Expander, a video game system, will expand the memory capacity of the 2600 from 4K to 16K, allowing for more sophisticated games with improved graphics.

Unitronics also will have a line of video games for its Expander, and the video games will be sold in cassette format.

The Expander is part of a system of products that includes an alphanumeric keyboard. The Expander comes in two versions. The Expander I basic system is used only for playing 16K video games loaded into the system through its built-in tape deck system.

The Expander II, in addition to playing 16K video games, can interface with the Expander Keyboard, turning the Atari VCS into a 16K home computer with read and write capabilities.

Other features: The Expander II and its Keyboard can connect to the Expander Printer and Expander Modem, allowing the user to write a program or develop graphics onto a printer as well as talk to other systems or receive games over the phone.

Unitronics plans such optional equipment as a speech synthesizer to further enhance enjoyment of the 2600. The complete product line will receive strong TV and print advertising support in the fall.

Worldvision is comin' at'cha

Worldvision Home Video, a supplier of home video products, will be exhibiting at the Consumer Electronics Show in Las Vegas, and the initial U.S. home video package will include four Hanna-Barbera animated cartoons--Atom Ant, Jack and the Beanstalk, Scooby Goes Hollywood, and Casper and The Angels.

Each is approximately an hour in length.

In addition, the feature-length conclusion of the award-winning TV series, "The Fugitive," will be available.

These releases will be shipped to wholesale distributors and initially the distributors will be Commtron, Sound Video Unlimited, Metro Video Distributors, and VTR Movie Distributors. Point-of-purchase displays are available.

MB and Texas Instruments devise voice peripheral

The Milton Bradley Co. and Texas Instruments have announced a development that will, for the first time, they say, make human voice recognition available in a popular home computer.

Voice recognition, plus voice synthesis, will be made available for the Texas Instruments' TI-99/4A Home Computer through the use of a plugin peripheral developed by Milton Bradley. This peripheral will be sold with a 64-position key pad with overlays for each cartridge; a precision, three-axis joystick; and headset microphone for the voice-command function.

Milton Bradley and Texas Instruments announced the agreement as a nonexclusive arrangement whereby Milton Bradley will develop the peripheral device and software cartridges for the Texas Instruments' Home Computer.

The software cartridges will include video games for all ages, as

well as fun and learning cartridges for children ages 4-9, and will interact directly with the Texas Instruments' Home Computer.

CBS reels out 14 titles in software and video games

CBS Video Games and CBS Software are launching major product and promotional efforts. CBS Video Games is unveiling two internally developed cartridges to include a CBS chip that triples the capacity of the VCS, resulting in better game play and graphics.

A new Power Play Booster-Grip for increased game control will be featured as an inpack with one game. CBS Video Games also will present five video games resulting from its licensing agreement with Bally/Midway: Gorf, Wizard of Wor, Stomp It, Blueprint, and Solar Fox. All are compatible with the Atari VCS and will be released in Mattel Intellivision versions during the second quarter. To complement the initial seven-title line is a joystick stand with an easy-grip control knob.

CBS Software will introduce home computer programs throughout 1983 in the following categories: education, enrichment, entertainment, and home management.

In entertainment, there will be K-razy Antiks, K-razy Kritters, K-razy Shoot-Out, and K-Star Patrol. Two additional game titles are set for March shipping dates--Boulders and Bombs and Mountain King.

From the education category, Time Trials, a math learning game, will be featured in March. All seven cartridges are compatible with the Atari 400/800 home computers.

CBS Video Games' \$3-million-dollar advertising campaign features a new spokesman, John Madden, football coach and TV sports announcer.

Walt Disney Home Video has 4 new releases

Action, adventure, and animation highlight four new videocassette releases for March from Walt Disney Home Video. The releases will be available for both sale and rental.

Leading the animated selections is The Wind in the Willows, starring J. Thaddeus Toad. Narrated by Basil Rathbone, this Disney animated featurette is based on Kenneth Grahame's story of Mr. Toad and his escapades in merry old England.

Also included are two Disney cartoons: Motor Mania starring Goofy, and Trailer Horn, starring Donald Duck and Chip 'n' Dale.

The second animated selection is Disney's American Heroes, featuring two folklore legends, Pecos Bill and Paul Bunyan.

The other new titles for March include two Disney live-action features --The Island at the Top of the World, and The Shaggy D.A.

Island stars David Hartman, Donald Sinden, Jacques Marin, Mako, and David Gwillim. Shaggy D.A. stars Dean Jones, Tim Conway, Suzanne Pleshette, Keenan Wynn, and Jo Anne Worley. In this story, Wilby Daniels, now grown with a wife and son, is still subject to becoming a part time canine whenever the inscription on an ancient scarab ring is read.

All of the new videocassette titles will be available in both VHS and Beta formats.

Imagic puts the magic into video games

Imagic, the manufacturer of home video games for Atari and Intellivision systems, has added four Intellivision games cartridges: Demon Attack, Atlantis, Beauty and the Beast, and Microsurgeon.

Originally available only for Atari equipment, Demon Attack became a popular seller the first month it was introduced, said the firm, and the Atari version of Atlantis has been cited by Billboard Magazine as one of the 15 most popular video games in the country. Now both are available for Intellivision, along with the newly designed Beauty and the Beast and Microsurgeon.

In Beauty and the Beast, the player becomes Bashful Buford and dodges bats, boulders, rats, and birds to rescue his girl, Mabel, from Horrible Hank.

Microsurgeon is an educational game in which the player, a dedicated microsurgeon, tries to save a critically ill patient by maneuvering a

surgical probe through the patient's bloodstream to cure tumors, blood clots, and raging infection.

Venture Vision has eyes for Rescue Terra I

Venture Vision announces its entrance into the video game software market with cartridges for the Atari 2600.

The firm plans to release eight games by the end of 1983.

Rescue Terra I, the first release, is a 4K game, which is available for immediate delivery. The game has a readily identifiable goal of reaching Terra I. To accomplish this difficult and challenging task, the player must navigate meteor storms, destroy space pirates, robot interceptors, and other hazards. A pause switch has been incorporated into the game program, allowing the player to halt intense game action for a brief time out during his trip to Terra I.

The game will be promoted with a national contest. Any player capable of reaching Terra I will be eligible to enter, and the top four players across the country will be flown to company headquarters in Grand Prairie, Tex., to compete in the finals for a prize of \$5,000.

Beating the game is the aim at Vestron Video

The debut offerings of Vestron Video are three programs entitled How to Beat Home Video Games.

Each cassette utilizes on-screen graphics and sounds and has been created with the cooperation of Atari, Activision, Imagic, Coleco, Apollo, Parker Brothers, and Mattel. The series demonstrates the game techniques of higher scoring for the home viewer.

Written and narrated by Philip M. Wiswell, videogame expert and former editor of "Games" magazine, the cassettes explain game strategies, scoring tricks, and the games' idiosyncracies.

Behind-the-scenes details are given on 20 of the most popular games, and the programs are about an hour in length.

Each of the three programs covers different games for different systems. Volume I: The Best Games features games designed for the Atari VCS, including Space Invader, Asteroids, Chopper Command, and Frogger.

Volume II: The Hot New Games has MegaMania, Demons to Diamonds, Pitfall, and others.

In Volume III: Arcade Quality for the Home, a preview is given of Atari 5200, Coleco Vision, Vectrex, plus 20 of the most challenging games for those units.

The arcade experience is General Consumer Electronics' goal

General Consumer Electronics' Vectrex Arcade System is a fully self-contained unit with its own screen. Since the unit can be played anywhere, Vectrex owners need not compete with other family members for time on the TV set.

Vectrex includes the following features: eight-bit microprocessor, Executive ROM (64K) that incorporates a game and the realistic sounds and effects used in all games, special visual effects, screen overlays, built-in sound system, and control panel with four action buttons and a 360 degree self-centering joystick.

Among the licensed games from Cinematronics are: Armor Attack, Space Wars, Star Hawk, and Rip-Off. Also, there's Scramble, licensed from Konami; Berzerk, licensed by Stern Electronics, and Star Trek, a trademark of Paramount pictures, with the game conceived by GCE. Among GCE's own game cartridges are Mine Storm, Blitz!, Clean Sweep, and HyperChase.

GCE also is introducing a line of electronic game calculators. Chase-N-Counter and Space-N-Counter combine electronic games with calculators --blending fun and function. Both offer three completely different and challenging games that automatically increase in difficulty as the player improves.

The titles of the games include Treasure Trek, Chomp 'N Chase, Double Cross, Phaser Fight, and Meteorox.

GCE is expanding its electronic game watch line to include two new items--Arcade Time and Sports-Time. Both offer realistic graphics, exciting

action sounds, high-score memory, easy-to-read LCD digital display, high-impact plastic and metal plated case, and recessed time/ date set button.

U.S. Games plays to win with home video cartridges

The sky over the city grows dark as helicopters filled with android paratroopers suddenly unleash their deadly cargo on the unsuspecting populace. Only a skilled video game player controlling a U.S. Games' Commando Raid can save the city.

Commando Raid is one of the Action and Adventure Series of full-color home video cartridges produced by U.S. Games and compatible with the Atari Video Computer System as well as Sears' Tele-Game Video Arcade.

Also on tap are Towering Inferno, for one or two players; Word Zapper, which involves blasting away enough fast-moving letters within 99 seconds to spell three words; Sneak 'N Peek, based on the children's game of hide and seek, and Space Jockey, in which aliens sweep out of space and and try to capture every human attack weapon.

U.S. Games Corporation is a subsidiary of The Quaker Oats Company.

Tronix isn't kidding with its Kid Grid

Tronix Publishing enters the industry with what it calls one of the fastest video games on the market--Kid Grid, an action-packed game for the Atari 400 and 800 home computers.

The firm has been established to acquire, publish, and market recreational, business, and related software for the low-end personal computer marketplace.

Kid Grid features the Kid, an affable little guy who darts around a grid; attempting to connect all the dots. In hot pursuit are four bullies -Squashface, Thuggy, Muggy, and Moose. If they catch the Kid, the results are explosive.

Besides the four villains, the Kid has to keep on the lookout for a mysterious bouncing question mark. In aiding the Kid, the player's secret weapon is the joystick button, which, when pressed, zaps the bullies.

Tronix also has published three games for the Commodore Vic-20 home computer: SWARM!, Sidewinder, and Galactic Blitz.

Sega makes mark with 15 video titles

Sega Enterprises, affiliated with Paramount Pictures, has created some of the most successful arcade games like Zaxxon, Frogger, and Turbo. The company has now entered the software business with 15 games compatible with Atari and Sears systems.

In space games, titles include Tac Scan, and War of the Worlds. Subterfuge, Buck Rogers' Marathon of Zenda, The Caverns of Zagreb, and The Secrets of Zadar, are adventure games. Muffett is a cartoon game where a girl is attacked by spiders.

Sega is also releasing games based on nine of Paramount's most successful movies, including Marathon Man, Airplane, Friday the 13th, Mission Impossible, Star Trek, War of the Worlds, Buck Rogers, 48 Hours, and Dragonslayer.

Palmtex has PVS system in its hands

Palmtex has released the PVS, a palm-size programmable video game system, accompanied by five cartridges, available in first quarter, 1983.

When open for play, the lower panel is a command console and the top panel accepts plug-in game cartridges, each with its own color display screen. The PVS has color graphics and three-dimensional play.

The initial cartridge titles are Crystals of Morga, Spellbound, Star Trooper, Mayday!, and Mine Field. Seven additional cartridges will be available later in the year.

Command consoles, which control screen movements and skill levels, will be sold at a suggested retail price of \$29.95 each. Add-on cartridges will be sold at about \$19.95 each.

Discwasher debuts enhanced joystick

In response to the demand of its Point Master Competition Joystick, Discwasher has introduced a second generation joystick and a joystick

add-on accessory.

The Discwasher Pointmaster Pro Tournament Joystick incorporates the "constant fire" circuit, which allows the user to fire constantly by simply holding down the button. The unit also features high performance suction feet, allowing the player to use it on any flat surface and simulate arcade play.

The Pointmaster Fire Control Constant Fire Adaptor connects between the joystick and the game mainframe to allow for constant firing, while simply holding down the joystick fire button.

Table: FACTS AND FIGURES ON VIDEO/ELECTRONIC GAMES

Photo: The Christmas season brought fierce price competition on all electronic items, from toy chains as well as major department stores.

Photo: Thumb Game

Photo: Space Mines

Photo: Mines of Minos

Photo: Journey Escape

Photo: Tutankham

Photo: Spider-Man

Photo: Amidar

Photo: Lord of the Rings

Photo: Ms. Pac-Man Tabletop, above right

Donkey Kong Jr. Tabletop, above

Super Action Controller, right

Roller Controller, top

Photo: Atari Kid's Controller

Photo: VZ100 Personal Computer

Photo: Mini-Printer

Photo: Triggerstik

Photo: Odyssey system with The Voice

Photo: Ultravision system

Photo: Computer games from PM

Photo: Commodore VIC 20 Home Computer System

Photo: Robot Adversary

Photo: Alien Garden

Photo: Nerd Alert

Photo: Dolphin

Photo: Seaquest

Photo: Dragonstomper

Photo: Expander 11

Photo: Worladvision's releases

Photo: CBS' entertainment games

Photo: Stick Stand, Wizard of Wor, Gorf

Photo: Microsurgeon

Photo: The Hot New Games

Photo: Arcade Time

Photo: Vectrex Arcade System

Photo: Chase-N-Counter and Space-N-Counter

Photo: Galactic Blitz

Photo: Kid Grid

Photo: SWARM!

CAPTIONS: Facts and figures on video-electronic games. (table)

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... the system utilizes built-in BASIC program language and a range of software. It includes **color - coded** graphics to **teach** children through game play, three-dimensional graphics combined with music, a new generation of sports games, as well as the opportunity for individuals to program their own home **video games** for **entertainment**.

Move over, Sinatra, Odyssey has The Voice

For the first time, according to Odyssey, home...

?

File 344:Chinese Patents Abs Aug 1985-2003/Feb
 (c) 2003 European Patent Office
 File 347:JAPIO Oct 1976-2003/Jan(Updated 030506)
 (c) 2003 JPO & JAPIO
 File 348:EUROPEAN PATENTS 1978-2003/Apr W04
 (c) 2003 European Patent Office
 File 349:PCT FULLTEXT 1979-2002/UB=20030508,UT=20030501
 (c) 2003 WIPO/Univentio
 File 350:Derwent WPIX 1963-2003/UD,UM &UP=200330
 (c) 2003 Thomson Derwent
 ? ds

Set	Items	Description
S1	619	AU=(KAMINAGAYOSHI, T? OR SHIMAMURA, H? OR KAMINAGAYOSHI T? OR SHIMAMURA H?)
S2	0	S1 AND COLOR()CODED(3N)MESSAGE?
S3	0	S1 AND COLOR()CODED/TI
S4	6	S1 AND ENTERTAINMENT/TI

4/5,K/1 (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2003 JPO & JAPIO. All rts. reserv.

06927115 **Image available**

ENTERTAINMENT SYSTEM, ENTERTAINMENT DEVICE, RECORDING MEDIUM AND PROGRAM

PUB. NO.: 2001-154656 [JP 2001154656 A]
PUBLISHED: June 08, 2001 (20010608)
INVENTOR(s): KAMINAGAYOSHI TAKEHIRO
SHIMAMURA SHUICHI
APPLICANT(s): SONY COMPUTER ENTERTAINMENT INC
APPL. NO.: 2000-267834 [JP 2000267834]
FILED: September 04, 2000 (20000904)
PRIORITY: 11-249364 [JP 99249364], JP (Japan), September 02, 1999
(19990902)
INTL CLASS: G09G-005/30; G09G-005/00; G09G-005/02; A63F-013/00;
G06F-003/00

ABSTRACT

PROBLEM TO BE SOLVED: To make the message displayed on a monitor to be understood at a glance by making meanings of words on the message easy to recognize even without advance information.

SOLUTION: This entertainment device is constituted of a display color code setting means 310 for setting display color codes needed for undefined display codes in message data dDm prior to processing, a message data preparing means 314 for storing the message data dDm in a buffer for display 312 while preparing the message data Dm of a row unit based on the number of rows of a message 204 and a message display output means 316 for displaying the character string or the like of a data part with display colors indicated by display color codes by starting the displaying of the message 204 from the coordinates indicated by a coordinate code. When there is a display color code indicating an undefinition in display color codes of the message data dDm, the display color code setting means 310 searches to which classification a word corresponding to a display color code indicating the undefinition corresponds and defines the word to a display color code in accordance with the searched result.

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ENTERTAINMENT SYSTEM, ENTERTAINMENT DEVICE, RECORDING MEDIUM AND PROGRAM

INVENTOR(s): KAMINAGAYOSHI TAKEHIRO
SHIMAMURA SHUICHI

4/5,K/2 (Item 2 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2003 JPO & JAPIO. All rts. reserv.

06910002 **Image available**

ENTERTAINMENT SYSTEM, ENTERTAINMENT DEVICE, RECORDING MEDIUM AND PROGRAM

PUB. NO.: 2001-137537 [JP 2001137537 A]
PUBLISHED: May 22, 2001 (20010522)
INVENTOR(s): KAMINAGAYOSHI TAKEHIRO
SHIMURA YASUHIRO

YOSHIMATSU KATSUNORI
APPLICANT(s): SONY COMPUTER ENTERTAINMENT INC
APPL. NO.: 2000-267830 [JP 2000267830]
FILED: September 04, 2000 (20000904)
PRIORITY: 11-249351 [JP 99249351], JP (Japan), September 02, 1999
(19990902)
INTL CLASS: A63F-013/00; G06F-003/00

ABSTRACT

PROBLEM TO BE SOLVED: To visually teach where major objects are located and the timing of occurrence of events in one scene to a user.

SOLUTION: A character index 220 for indicating the position of a master 200 moved by the action of the user is displayed in red, for example, and an entrance index 230 for indicating the position of an entrance 226 in one scene displayed on a monitor is displayed in green, for example. An entrance index 234 for indicating the position of the entrance 228 of a shop 206 related to one scene is displayed in blue, for example, and an entrance index 236 for indicating the position of the entrance 230 of an inn 208 for changing the parameters of the master 200, e.g. to recover the physical strength of the master 200, is displayed in green, for example.

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ENTERTAINMENT SYSTEM, ENTERTAINMENT DEVICE, RECORDING MEDIUM AND PROGRAM

INVENTOR(s): KAMINAGAYOSHI TAKEHIRO
SHIMURA YASUHIRO
YOSHIMATSU KATSUNORI

4/5,K/3 (Item 1 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

01251977

Entertainment system, entertainment apparatus, recording medium, and program

Unterhaltungssystem, Unterhaltungsvorrichtung, Aufzeichnungsmedium und Programm

Système de divertissement, appareil de divertissement, support d'enregistrement et programme

PATENT ASSIGNEE:

Sony Computer Entertainment Inc., (2185312), 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052, (JP), (Applicant designated States: all)

INVENTOR:

Kaminagayoshi, Takehiro, Sony Comp. Entert. Inc. , 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052, (JP)

Shimamura, Hidekazu, Sony Comp. Entert. Inc. , 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052, (JP)

LEGAL REPRESENTATIVE:

Turner, James Arthur et al (74631), D. Young & Co., 21 New Fetter Lane, London EC4A 1DA, (GB)

PATENT (CC, No, Kind, Date): EP 1080757 A2 010307 (Basic)

APPLICATION (CC, No, Date): EP 307636 000904;

PRIORITY (CC, No, Date): JP 99249364 990902

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI; LU; MC; NL; PT; SE

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: A63F-013/10

ABSTRACT EP 1080757 A2

An entertainment system (10) comprises display color code setting means (310) for setting a suitable display color code for each of undefined display color codes in unprocessed message data (dDm), the message data generating means (314) for generating message data (Dm) by dividing the unprocessed message data (dDm) into line unit data sections each comprising one-line data based on the number of lines in the message (204) and storing the generated message data (Dm) in a buffer (314) for displaying the message (204), and message data outputting means (316) for starting display of the message (204) from a point having coordinates indicated by a coordinate code such that each of character strings of data units is displayed in a color indicated by a display color code. If an undefined display color code is included in the message data (dDm), the display color code setting means (310) determines the type of a word having the undefined color code and defines the undefined color code based on the determined type.

ABSTRACT WORD COUNT: 169

NOTE:

Figure number on first page: 16

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 010307 A2 Published application without search report
LANGUAGE (Publication, Procedural, Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200110	717
SPEC A	(English)	200110	9710
Total word count - document A			10427
Total word count - document B			0
Total word count - documents A + B			10427

Entertainment system, entertainment apparatus, recording medium, and program

INVENTOR:

Kaminagayoshi, Takehiro, Sony Comp. Entert. Inc ...

...JP)

Shimamura, Hidekazu, Sony Comp. Entert. Inc ...

4/5,K/4 (Item 2 from file: 348)

DIALOG(R)File 348:EUROPEAN PATENTS

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01251975

Entertainment system, entertainment apparatus, recording medium, and program

Unterhaltungssystem, Unterhaltungsvorrichtung, Aufzeichnungsmedium und Programm

Système de divertissement, appareil de divertissement, support d'enregistrement et programme

PATENT ASSIGNEE:

Sony Computer Entertainment Inc., (2185312), 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052, (JP), (Applicant designated States: all)

INVENTOR:

Kaminagayoshi, Takehiro, Sony Comp. Entert. Inc. , 1-1 Akasaka 7-chome, Minato-ku, Tokyo 107-0052, (JP)

Shimura, Yasuhiro, c/o Sony Comp. Entert. Inc., 1-1 Akasaka 7-chome,

Minato-ku, Tokyo 107-0052, (JP)
Yoshimatsu, Katsunori, c/o Sony Comp. Entert. Inc., 1-1 Akasaka 7-chome,
Minato-ku, Tokyo 107-0052, (JP)
LEGAL REPRESENTATIVE:
Turner, James Arthur et al (74631), D. Young & Co., 21 New Fetter Lane,
London EC4A 1DA, (GB)
PATENT (CC, No, Kind, Date): EP 1080756 A2 010307 (Basic)
APPLICATION (CC, No, Date): EP 307631 000904;
PRIORITY (CC, No, Date): JP 99249351 990902
DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE
EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI
INTERNATIONAL PATENT CLASS: A63F-013/10

ABSTRACT EP 1080756 A2

A character indicator (220) indicative of the position of a principal character (200) displayed on a display monitor (18) and movable according to a control action made by the user is displayed in red, for example. An exit/entrance indicator (232) indicative of the position of an exit/entrance (226) of a scene displayed on the display monitor (18) is displayed in green, for example. An exit/entrance indicator (234) indicative of the position of an exit/entrance (228) of a store (206) related to the scene is displayed in blue, for example. An exit/entrance indicator (236) indicative of the position of an exit/entrance indicator (230) of an inn (208) where a parameter of the principal character (200) can be changed, e.g., the hit point of the principal character (200) can be recovered, is displayed in yellow, for example.

ABSTRACT WORD COUNT: 136

NOTE:

Figure number on first page: 9

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 010307 A2 Published application without search report
LANGUAGE (Publication, Procedural, Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200110	1015
SPEC A	(English)	200110	13899
Total word count - document A			14914
Total word count - document B			0
Total word count - documents A + B			14914

Entertainment system, entertainment apparatus, recording medium, and program

INVENTOR:

Kaminagayoshi, Takehiro, Sony Comp. Entert. Inc ...

4/5,K/5 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014066928 **Image available**
WPI Acc No: 2001-551141/200162
XRPX Acc No: N01-409489

Entertainment system for role playing-, shooting-, driving or fighting game, displays words in a message of same type in same color

Patent Assignee: SONY COMPUTER ENTERTAINMENT INC (SONY); SONY COMPUTER ENTERTAINMENT KK (SONY)

Inventor: KAMINAGAYOSHI T ; SHIMAMURA H

Number of Countries: 026 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 1080757	A2	20010307	EP 2000307636	A	20000904	200162 B
JP 2001154656	A	20010608	JP 2000267834	A	20000904	200162

Priority Applications (No Type Date): JP 99249364 A 19990902

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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EP 1080757	A2	E	30	A63F-013/10	
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Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT

LI LT LU LV MC MK NL PT RO SE SI

JP 2001154656	A	17	G09G-005/30	
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Abstract (Basic): EP 1080757 A2

NOVELTY - A message data (Dm) is generated, stored in buffer and unprocessed data (dDm) is divided into line unit data sections based on lines in the message. A combination of a data unit indicating a word such as a character string and a display color code indicating color is corresponded with the type of the word to be displayed with the main objects in a scene using a color information table.

DETAILED DESCRIPTION - An INDEPENDENT claim is also included for recording medium for storing a program.

USE - For role playing-, shooting-, driving or fighting games.

ADVANTAGE - It is used to provide information about a previous story of a game, and in games with long scenarios it prevents the user from losing interest.

DESCRIPTION OF DRAWING(S) - The figure shows contents of a display color information table.

pp; 30 DwgNo 16/17

Title Terms: ENTERTAINMENT; SYSTEM; ROLE; PLAY; SHOOT; DRIVE; FIGHTING;

GAME; DISPLAY; WORD; MESSAGE; TYPE

Derwent Class: P36; P85; T01; W04

International Patent Class (Main): A63F-013/10; G09G-005/30

International Patent Class (Additional): A63F-013/00; G06F-003/00;

G09G-005/00; G09G-005/02

File Segment: EPI; EngPI

Entertainment system for role playing-, shooting-, driving or fighting game, displays words in a message of...

Inventor: KAMINAGAYOSHI T ...

... SHIMAMURA H

4/5,K/6 (Item 2 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014053421 **Image available**

WPI Acc No: 2001-537634/200160

XRPX Acc No: N01-399396

Entertainment apparatus for an entertainment system for executing various programs and including a recording medium with a program and the data used by the system

Patent Assignee: SONY COMPUTER ENTERTAINMENT INC (SONY); SONY COMPUTER ENTERTAINMENT KK (SONY)

Inventor: KAMINAGAYOSHI T ; SHIMURA Y; YOSHIMATSU K

Number of Countries: 026 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
-----------	------	------	-------------	------	------	------

EP 1080756 A2 20010307 EP 2000307631 A 20000904 200160 B
JP 2001137537 A 20010522 JP 2000267830 A 20000904 200160

Priority Applications (No Type Date): JP 99249351 A 19990902

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

EP 1080756 A2 E 53 A63F-013/10

Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT

LI LT LU LV MC MK NL PT RO SE SI

JP 2001137537 A 25 A63F-013/00

Abstract (Basic): EP 1080756 A2

NOVELTY - In a scene from a role-playing game, a principal character (200) walks up the steps in front of a building (202) at night and the image also includes houses (204), a store (206) and an inn (208) rendered in the frame buffer in the graphics system. A frame (210) indicates a display range that is actually displayed on a monitor and which is movable in unison with the character, while character functions include a function for displaying an indicator (220) of the character moved by the user which changes color according to the distance to a monster.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for a recording medium with a program and for a program executed by a computer.

USE - Executing programs in an entertainment system.

ADVANTAGE - Visually indicating objects present in various scenes.

DESCRIPTION OF DRAWING(S) - The drawing is a view of a scene of a role-playing game

Principal character (200)

Houses (204)

Store (206)

Frame (210)

Color indicator (220)

pp; 53 DwgNo 9/35

Title Terms: ENTERTAINMENT; APPARATUS; ENTERTAINMENT; SYSTEM; EXECUTE;
VARIOUS; PROGRAM; RECORD; MEDIUM; PROGRAM; DATA; SYSTEM

Derwent Class: P36; T01; W04

International Patent Class (Main): A63F-013/00; A63F-013/10

International Patent Class (Additional): G06F-003/00

File Segment: EPI; EngPI

Entertainment apparatus for an entertainment system for executing
various programs and including a recording medium with a program and the

...
Inventor: KAMINAGAYOSHI T ...

?

File 1:ERIC 1966-2003/Apr 23
 (c) format only 2003 The Dialog Corporation
 File 2:INSPEC 1969-2003/May W1
 (c) 2003 Institution of Electrical Engineers
 File 6:NTIS 1964-2003/May W2
 (c) 2003 NTIS, Intl Cpyrght All Rights Res
 File 8:Ei Compendex(R) 1970-2003/May W1
 (c) 2003 Elsevier Eng. Info. Inc.
 File 34:SciSearch(R) Cited Ref Sci 1990-2003/May W2
 (c) 2003 Inst for Sci Info
 File 35:Dissertation Abs Online 1861-2003/Apr
 (c) 2003 ProQuest Info&Learning
 File 65:Inside Conferences 1993-2003/May W2
 (c) 2003 BLDSC all rts. reserv.
 File 94:JICST-EPlus 1985-2003/May W1
 (c)2003 Japan Science and Tech Corp(JST)
 File 95:TEME-Technology & Management 1989-2003/Apr W4
 (c) 2003 FIZ TECHNIK
 File 99:Wilson Appl. Sci & Tech Abs 1983-2003/Mar
 (c) 2003 The HW Wilson Co.
 File 144:Pascal 1973-2003/May W1
 (c) 2003 INIST/CNRS
 File 434:SciSearch(R) Cited Ref Sci 1974-1989/Dec
 (c) 1998 Inst for Sci Info
 File 583:Gale Group Globalbase(TM) 1986-2002/Dec 13
 (c) 2002 The Gale Group
 File 603:Newspaper Abstracts 1984-1988
 (c)2001 ProQuest Info&Learning
 File 483:Newspaper Abs Daily 1986-2003/May 14
 (c) 2003 ProQuest Info&Learning
 ? ds

Set	Items	Description
S1	30089	(VIDEO OR COMPUTER OR ELECTRONIC) (3N) (GAME? OR GAMING OR E- NTERTAINMENT)
S2	148842	ROLE()PLAYING OR SHOOTING OR FIGHTING
S3	13870	(COLOUR? OR COLOR?) AND (CODED OR HIGHLIGHT?)
S4	4725322	MESSAGES OR DESCRIPTION? OR TEXT OR CHARACTER()STRINGS OR - FONTS OR TYPE
S5	1894713	(INDICAT? OR REPRESENT? OR ASSOCIAT?) AND (PERSON? OR CHAR- ACTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? - OR OBJECTS OR MONSTER?)
S6	4157	S3 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL?)
S7	2218581	HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS - OR CHEETS (CHEAT OR CHEET) (3N)SHEETS
S8	0	DISPLAY() (COLOR OR COLOUR) () INFORMATION()TABLE
S9	0	S1 AND S2 AND S3
S10	1	S1 AND S3 AND S4
S11	1112	S3 AND S5
S12	166	S11 AND S7
S13	66	S12 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL?)
S14	56	S13 NOT PY=>2000
S15	49	RD S14 (unique items)
S16	20	S15 NOT (SCHOOLS OR BIODIVERSITY OR CLASSES OR CAREERS OR - SCHOOL OR CHILDREN)
S17	11	S16 NOT (BRAIN OR ADORNMENTS OR STUDENTS OR AFRICA)
S18	5	S1 AND S3 AND S7
S19	5	S18 NOT (S10 OR S17)
S20	4	RD S19 (unique items)
S21	3	S1 AND S3 AND S5
S22	2	S21 NOT (S18 OR S10 OR S17)

S23

2 RD S22 (unique items)

10/3,K/1 (Item 1 from file: 1)

DIALOG(R)File 1:ERIC

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00954556 ERIC NO.: ED403216 CLEARINGHOUSE NO.: SO027572

CyberArts: Exploring Art and Technology.

Jacobson, Linda, Ed.

312pp.

1992 (19920000)

...Theater; (7) Theme Parks; (8) Toys and Games; and (9) Virtual Reality. Multimedia terminologies are **highlighted** in the **text**, with definitions and additional information provided in the margins of the **text**. A gallery of **color** images is included. An appendix of sources and resources and an index concludes the **text**. (MM)

DESCRIPTORS: Animation; *Art; Art Education; **Computer Games**; **Computer Graphics**; **Computer Literacy**; *Engineering Technology; Hypermedia; Interactive Video; *Multimedia Materials; Music; Postsecondary Education; Secondary Education; Theater Arts...

?

17/3,K/1 (Item 1 from file: 2)

DIALOG(R)File 2:INSPEC

(c) 2003 Institution of Electrical Engineers. All rts. reserv.

6458274 INSPEC Abstract Number: B2000-02-6135C-043, C2000-02-5260D-036

Title: MPEG-4 standardized methods for the compression of arbitrarily shaped video objects

Author(s): Brady, N.

Author Affiliation: Integral Design Ltd., Dublin, Ireland

Journal: IEEE Transactions on Circuits and Systems for Video Technology
vol.9, no.8 p.1170-89

Publisher: IEEE,

Publication Date: Dec. 1999 Country of Publication: USA

CODEN: ITCTEM ISSN: 1051-8215

SICI: 1051-8215(199912)9:8L.1170:MSMC;1-G

Material Identity Number: 0647-1999-009

U.S. Copyright Clearance Center Code: 1051-8215/99/\$10.00

Language: English

Subfile: B C

Copyright 2000, IEE

Title: MPEG-4 standardized methods for the compression of arbitrarily shaped video objects

Abstract: MPEG-4 is the most recent standard for audio- **visual representation** to be published by the International Organization for Standardization. One of the many new features of MPEG-4 is its ability to **represent** two-dimensional video **objects** of arbitrary shape. For this purpose, MPEG-4 uses the conventional motion-compensated discrete cosine transform syntax for **color** /texture coding and augments this with an explicit compressed **representation** of the video object's shape. This paper is intended as a tutorial in the means of encoding and decoding arbitrarily shaped video **objects** as specified by MPEG-4. The major emphasis of the paper is on **explaining** the compression technology **associated** with the normative shape **representation**, i.e., block-based context-based arithmetic encoding, but some new aspects **associated** with arbitrarily shaped texture coding are also **highlighted**. The MPEG-4 specifications are presented in an informal way, and the motivations underlying the...

...Descriptors: image **colour** analysis...

...image **representation** ;

...Identifiers: arbitrarily shaped video **objects** ; ...

17/3,K/2 (Item 2 from file: 2)
DIALOG(R)File 2:INSPEC
(c) 2003 Institution of Electrical Engineers. All rts. reserv.

03716175 INSPEC Abstract Number: B90064980

Title: A technical assessment of advanced television

Author(s): Rzeszewski, T.S.

Author Affiliation: AT&T Bell Lab., Naperville, IL, USA

Journal: Proceedings of the IEEE vol.78, no.5 p.789-804

Publication Date: May 1990 Country of Publication: USA

CODEN: IEEPAD ISSN: 0018-9219

U.S. Copyright Clearance Center Code: 0018-9219/90/0500-0789\$01.00

Language: English

Subfile: B

Abstract: A traditional description of the video spectrum and a three-dimensional **representation** of video that is useful in understanding advanced television (ATV) are provided. Component video systems are described **highlighting** the desirable **characteristics**, such as no crosstalk between the components that make up the **color** signal, which virtually all ATV systems seek to achieve. The three categories of ATV-high ...

... HDTV), enhanced definition or extended quality television (EDTV/EQTV), and improved definition television (IDTV)-are **explained**. The basic approaches to ATV and the influence that the FCC (US Federal Communication Commission...

17/3,K/3 (Item 3 from file: 2)
DIALOG(R)File 2:INSPEC
(c) 2003 Institution of Electrical Engineers. All rts. reserv.

02987079 INSPEC Abstract Number: A87119486, B87059040, C87061892

Title: Application of emerging computer-based technologies to enhance nondestructive evaluation capabilities

Author(s): Attaar, M.; Castner, R.P.; Harris, D.L.; Taszarek, B.J.; Huffman, K.L.

Author Affiliation: Westinghouse Electric Corp., Pittsburgh, PA, USA

Conference Title: Proceedings of the American Power Conference p.192-9

Publisher: Illinois Inst. Technol, Chicago, IL, USA

Publication Date: 1986 Country of Publication: USA xxxiv+1151 pp.

Conference Sponsor: Illinois Inst. Technol

Conference Date: 14-16 April 1986 Conference Location: Chicago, IL, USA

Language: English

Subfile: A B C

...Abstract: and Fourier descriptor techniques. These techniques help the data analyst to detect, identify, and classify **indications** (component damage). They give a detailed **characterization** of the size, orientation, and position of the damaged area. Accurate mapping of the **indication** with respect to the overall geometry of the plant component is more feasible because exact...

... the final evaluation program. In one of the examples discussed, the end result is a **color - coded display** of the actual damage in a pseudo-isometric presentation. Three specific examples **explain** the use of computer-aided NDE in ultrasonic test data enhancement, ultrasonic **characterisation** of heat exchanger tubes, and intelligent eddy current data analysis.

...Identifiers: ultrasonic **chara**

17/3,K/4 (Item 1 from file: 6)

DIALOG(R)File 6:NTIS

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2042676 NTIS Accession Number: PB98-108798/XAB

Illinois Wildlife and Nature Viewing Guide

Murphy, M. K. J. ; Mellen, J. W.

Illinois Dept. of Natural Resources, Springfield.

Corp. Source Codes: 113357000

Sponsor: Corps of Engineers, Washington, DC.; Fish and Wildlife Service, Washington, DC.

1997 150p

Languages: English

Journal Announcement: GRAI9805

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NTIS Prices: PC A08/MF A02

Illinois Wildlife and Nature Viewing Guide

The wildlife and nature **viewing** sites in this guide are grouped according to the five travel regions noted on the state map below. For quick reference, each section of the guide is **color coded** to match the five regions on this map. The **viewing** sites included in the text are numbered from north to south. Site descriptions provide useful information for wildlife watchers. Visting many types of habitats is the key to **viewing** a variety of wildlife, so Habitat at a Glance descriptions form the basis of the description of each **viewing** site.

17/3,K/5 (Item 1 from file: 34)

DIALOG(R)File 34:SciSearch(R) Cited Ref Sci

(c) 2003 Inst for Sci Info. All rts. reserv.

07037843 Genuine Article#: 117FU No. References: 12

Title: Cartographic visualization : exploratory spatial data analysis with local indicators of spatial association using Tcl/Tk and cdv

Author(s): Dykes J (REPRINT)

Corporate Source: UNIV LEICESTER, DEPT GEOG, UNIV RD, BENNETT BLDG/LEICESTER LE1 7RH/LEICS/ENGLAND/ (REPRINT)

Journal: JOURNAL OF THE ROYAL STATISTICAL SOCIETY SERIES D-THE STATISTICIAN, 1998, V47, 3, P485-497

ISSN: 0039-0526 Publication date: 19980000

Publisher: BLACKWELL PUBL LTD, 108 COWLEY RD, OXFORD OX4 1JF, OXON, ENGLAND

Language: English Document Type: ARTICLE (ABSTRACT AVAILABLE)

Title: Cartographic visualization : exploratory spatial data analysis with local indicators of spatial association using Tcl/Tk and cdv

Abstract: cdv, a cartographic data **visualizer**, is a piece of demonstration software designed for research and **teaching**. It uses established symbolism techniques fo

17/3,K/6 (Item 2 from file: 34)
DIALOG(R)File 34:SciSearch(R) Cited Ref Sci
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05860442 Genuine Article#: XC541 No. References: 44
Title: Apoptotic condensations in M-phase cells
Author(s): Sit KH (REPRINT) ; Yin L; Paramanantham R
Corporate Source: NATL UNIV SINGAPORE, FAC MED, DEPT ANAT/SINGAPORE
0511//SINGAPORE/ (REPRINT)
Journal: ANATOMICAL RECORD, 1997, V248, N2 (JUN), P149-158
ISSN: 0003-276X Publication date: 19970600
Publisher: WILEY-LISS, DIV JOHN WILEY & SONS INC, 605 THIRD AVE, NEW YORK,
NY 10158-0012
Language: English Document Type: ARTICLE (ABSTRACT AVAILABLE)

...Abstract: death/cell suicide in which genomic DNA
degradation/fragmentation and variegated dense chromatin aggregates are
characteristic hallmarks that have never been demonstrated in mitotic
cells. Perceptions of mutual exclusivity between apoptosis...

...mitosis imply that M-phase cells cannot

17/3,K/7 (Item 3 from file: 34)
DIALOG(R)File 34:SciSearch(R) Cited Ref Sci
(c) 2003 Inst for Sci Info. All rts. reserv.

03485555 Genuine Article#: PH575 No. References: 216
Title: BACTERIAL LIPASES
Author(s): JAEGER KE; RANSAC S; DIJKSTRA BW; COLSON C; VANHEUVEL M; MISSET
O
Corporate Source: RUHR UNIV BOCHUM, BIOL MIKROORGANISMEN LEHRSTUHL/D-44780
BOCHUM//GERMANY//; UNIV GRONINGEN, BIOPHYS CHEM LAB/9747 AG
GRONINGEN//NETHERLANDS//; UNIV CATHOLIQUE LOUVAIN, GENET MICROBIENNE
LAB/B-1348 LOUVAIN//BELGIUM//; GIST BROCADES, RES & DEV/2600 MA
DELFT//NETHERLANDS/
Journal: FEMS MICROBIOLOGY REVIEWS, 1994, V15, N1 (SEP), P29-63
ISSN: 0168-6445
Language: ENGLISH Document Type: REVIEW (Abstract Available)

...Abstract: at the interface generated by a hydrophobic lipid substrate in
a hydrophilic aqueous medium. A **characteristic**

17/3,K/8 (Item 1 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
(c) 2003 ProQuest Info&Learning. All rts. reserv.

01509697 ORDER NO: AADNN-09175
**ORIENTATION, SIZE, AND RELATIVE SIZE INFORMATION IN SEMANTIC AND EPISODIC
MEMORY**

Author: UTTL, BOB
Degree: PH.D.
Year: 1996

Corporate Source/Institution: THE UNIVERSITY OF BRITISH COLUMBIA
(CANADA) (2500)

Source: VOLUME 57/06-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 4050. 238 PAGES

ISBN: 0-612-09175-9

...to identify a common object depends on several factors, especially
pre-existing knowledge and episodic **representations** newly established as
a result of a prior study. My research examined how these factors
contribute to identification of **objects** (both studied and non-studied)
and to performance on explicit memory tests. The overall goal...

17/3,K/9 (Item 2 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
(c) 2003 ProQuest Info&Learning. All rts. reserv.

01402671 ORDER NO: AADAA-I9511086
A STYLISTIC APPROACH TO LITERATURE: AN EXPLORATION OF STEPHEN CRANE'S THEMES AND ARTISTIC FEATURES
Author: ZONG, GEORGE GUOHUA
Degree: ED.D.
Year: 1994
Corporate Source/Institution: COLUMBIA UNIVERSITY TEACHERS COLLEGE (0055)
Source: VOLUME 55/11-A OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 3497. 145 PAGES

As a fuzzy domain between linguistics and literary criticism, stylistics **represents** a promising area not only because stylistic analysis involves both fields, but because such an...

...features, with an emphasis on how they are realized stylistically. Research was carried out to **explain** how various language devices work to enhance Crane's themes and determinism. Attention was focused on rhetorical and figurative devices such as irony, paradox, symbol, imagery, oxymoron, **personification**, parallelism, juxtaposition, double perspective, and blurred situation.

Crane's naturalism and impressionistic technique were also...

...Qualitative and quantitative analyses not only identify and describe language devices but interpret them and **show** that the

17/3,K/10 (Item 1 from file: 483)
DIALOG(R)File 483:Newspaper Abs Daily
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05509889
What the Material Contributes to the Work
Braff, Phyllis
New York Times, Sec LI, p 22, col 1
Apr 18, 1999
ISSN: 0362-4331 NEWSPAPER CODE: NY
DOCUMENT TYPE: Arts/Exhibits Review-Comparative; Newspaper
LANGUAGE: English RECORD TYPE: ABSTRACT
LENGTH: Long (18+ col inches)

ABSTRACT: Using fine choices **representing** four widely respected artists, this small but thought-provoking exhibition explores the contributions that handmade...

...of how the behavior of absorbent material feeds the artists' intuitive decisions. One of the **show's highlights**, Alan Shields's "'Progressoo Friends With Yo-yo's,'" saves the steps discovered in the...

17/3,K/11 (Item 2 from file: 483)
DIALOG(R)File 483:Newspaper Abs Daily
(c) 2003 ProQuest Info&Learning. All rts. reserv.

04859214
A Pocketful Of Guides
Wade, Betsy
New York Times, Sec 5, p 4, col 5
Jan 4, 1998
ISSN: 0362-4331 NEWSPAPER CODE: NY
DOCUMENT TYPE: Feature; Newspaper
LANGUAGE: English RECORD TYPE: ABSTRACT
LENGTH: Long (18+ col inches)

A Pocketful Of Guides

...ABSTRACT: best-looking free booklets published by any state in years. Its 144 pages, with full- **color** photos, describe 44 local roads chosen by the state's Board of Transportation to **show** off state history, culture and scenery. The book **represents** a step in the emphasis many states are putting on "heritage tourism," the **highlighting** of an area's history and customs. In North Carolina's Piedmont, one byway, the...

20/3,K/1 (Item 1 from file: 1)

DIALOG(R)File 1:ERIC

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01141728 ERIC NO.: ED467133 CLEARINGHOUSE NO.: UD035187

Connecting Kids to Technology: Challenges and Opportunities. KIDS COUNT Snapshot.

Wilhelm, Tony; Carmen, Delia; Reynolds, Megan;
CORP. SOURCE: Annie E. Casey Foundation, Baltimore, MD. (BBB32721)
.10pp.

June 2002 (20020600)

NOTES: For the 2000 "KIDS COUNT Data Book," see ED 442 888. **Colored** pages may not reproduce well.

NOTES: For the 2000 "KIDS COUNT Data Book," see ED 442 888. **Colored** pages may not reproduce well.

...those who do not have Internet access. It discusses some implications of current trends, and **highlights** some efforts to bridge the divide and provide a level playing field for all children...

...other standard software applications, while children from poorer families were more likely to use the **computer** for **games**. Technical infrastructure is critical in removing the digital divide, but basic training is also necessary to remove barriers. **Teacher** training is vital. States are increasingly trying to ensure that students and **teachers** are computer literate by mandating computer proficiency, and some states are developing innovative programs to...

20/3,K/2 (Item 2 from file: 1)

DIALOG(R)File 1:ERIC

(c) format only 2003 The Dialog Corporation. All rts. reserv.

00768379 ERIC NO.: ED334735 CLEARINGHOUSE NO.: EC300481

Teacher -Recommended Methods and Materials for **Teaching** Penmanship and Spelling to the Learning Disabled.

Stein, Regina A.

97pp.

June 1990 (19900600)

NOTES: Master of Arts in **Teaching** Thesis, Calvin College.

Teacher -Recommended Methods and Materials for **Teaching** Penmanship and Spelling to the Learning Disabled.

NOTES: Master of Arts in **Teaching** Thesis, Calvin College.

A questionnaire sent to 274 Michigan special education **teachers** in resource rooms and self-contained classrooms were designed to identify the treatment methods and materials used by these **teachers** to **teach** penmanship and spelling to learning-disabled students. A review of the literature examines the theoretical background of written expression, practices being used to **teach** penmanship and spelling, problems of the learning disabled, and remediation methods and materials used with...

...survey recipients, 92 sent useable replies for a response rate of 34%). Results indicated that **teacher** -preferred methods for penmanship were tracing, use of the D'Nealian manuscript and cursive styles...

...preferred materials included ditto sheets for writing, finger grip pencils, changeable plastic grips for pencils, **color coded** paper, and

colored chalk. **Teacher** -preferred methods for spelling instruction were language experience and individual spelling, peer tutoring, and visual-auditory-kinesthetic-tactile techniques. **Teacher** -preferred materials included workbooks, spelling lists, and **computer games**. Appendices describe the D'Nealian pencil grip, outline the reading and spelling patterns of children...

...DESCRIPTORS: Education; *Handwriting; Instructional Materials; *Learning Disabilities; Remedial Instruction; Resource Room Programs; Special Classes; Special Education **Teachers**; *Spelling Instruction; **Teacher** Attitudes; * **Teaching** Methods; Writing Instruction

20/3,K/3 (Item 1 from file: 483)
DIALOG(R)File 483:Newspaper Abs Daily
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05736717

Video Game Industry Makes Push at Self-Policing

King, Sharon R

New York Times, Sec C, p 1, col 2

Oct 12, 1999

ISSN: 0362-4331 NEWSPAPER CODE: NY

DOCUMENT TYPE: News; Newspaper

LANGUAGE: English RECORD TYPE: ABSTRACT

LENGTH: Long (18+ col inches)

Video Game Industry Makes Push at Self-Policing

ABSTRACT: In an attempt to stave off threatened state and Federal regulation of movies and **video games**, the nation's **video** rental stores and **video game** makers, with the cooperation of the motion picture industry, have joined forces in a push...

...stores as well as chains like Blockbuster and Hollywood Video -- are beginning to display brightly **colored** posters **highlighting** their updated Pledge to Parents campaign. Some posters **explain** the voluntary movie ratings system that has been administered by the Motion Picture Association of America for the last 30 years. Others **highlight video game** ratings, created in 1994 by the Entertainment Software Rating Board. In about a month, **video game** makers will begin their own push, which will include ads in national parent and family...

...group. The group also is asking retailers to restrict to people over 17 sales of **video games** rated 'mature,' or 'adults only' by the Entertainment Software Rating Board, Mr. Lowenstein said.

...DESCRIPTORS: **Computer & video games**;

20/3,K/4 (Item 2 from file: 483)
DIALOG(R)File 483:Newspaper Abs Daily
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05734688

Dr. Brain: Action Reaction takes minds on a thrill ride

Reeks, Anne

Houston Chronicle, Sec F, p 3, col 1

Oct 8, 1999

ISSN: 1074-7109 NEWSPAPER CODE: HC

DOCUMENT TYPE: Product Review-Comparative; Newspaper

LANGUAGE: English RECORD TYPE: ABSTRACT
LENGTH: Long (18+ col inches)

...ABSTRACT: Players move walls to direct the path of drones, propel balls to bounce them into **color - coded** portals and otherwise explore and experiment with floating platforms, levers and assorted elements of scenes to figure out what's required to reach the next level. Dr. Brain gives **hints** , but it's not spelled out.

DESCRIPTORS: **Computer & video games ;**
?

23/3,K/1 (Item 1 from file: 6)

DIALOG(R)File 6:NTIS

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1049257 NTIS Accession Number: AD-A130 375/9

IVTS-CEV (Interactive Video Tape System-Combat Engineer Vehicle) Gunnery Trainer

(Final rept)

Nunes, A. N.

Army Project Manager for Training Devices, Orlando, FL. Technology Management Branch.

Corp. Source Codes: 071141002; 413785

Report No.: PMT-ET-0015-A-81

1 Jul 81 61p

Languages: English

Journal Announcement: GRAI8322

Order this product from NTIS by: phone at 1-800-553-NTIS (U.S. customers); (703)605-6000 (other countries); fax at (703)321-8547; and email at orders@ntis.fedworld.gov. NTIS is located at 5285 Port Royal Road, Springfield, VA, 22161, USA.

NTIS Prices: PC A04/MF A01

The IVTS project demonstrates the feasibility of applying to military training applications the **video game** technology developed for and marketed in consumer **video games**. The IVTS/CEV is a conceptual/breadboard-level classroom interactive training system designed to train...

...replicating those of the CEV gunner station. The display module contains a standard large-screen **color** video monitor and a video tape **player**. The gunner's sight picture/position, vis a vis the video frame, is controlled by...

...control handle movements; sight picture movement rate vs handle movement is modeled on actual equipment **characteristics**. A series of video-recorded targets are presented on the monitor and viewed through the ...

...Digital Data Module compares sight aiming point (derived from electrical sight position sensors) and known- **location** of target on the monitor; target **location** data is **coded** on a video tape sound track. The Digital Data Module scores trainee performance and provides...

... the effectiveness of this approach. A concept evaluation conducted by the Armor-Engineer Test Board **indicates** that the system fully demonstrated its ability to yield a high degree of knowledge transfer.

23/3,K/2 (Item 1 from file: 483)

DIALOG(R)File 483:Newspaper Abs Daily

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05249471

Dr. Seuss, Blue let children learn through fun activities

Reeks, Anne

Houston Chronicle, Sec G, p 3, col 1

Oct 9, 1998

ISSN: 1074-7109 NEWSPAPER CODE: HC

DOCUMENT TYPE: Product Review-Comparative; Newspaper

LANGUAGE: English RECORD TYPE: ABSTRACT

LENGTH: Long (18+ col inches)

...ABSTRACT: Windows/Macintosh CD-ROM. Faithful Horton, the socks-clad fox and other charming Dr. Seuss **characters** join forces with kids to help a little lost whatzit named Elma Sue find her...

...the letter on their shells. The fox needs to sort his "soxes" into boxes by **color**, pattern or size. Pop offers to entertain Elma Sue if kids will help him finish stories by finding a word (**represented** by a picture) that rhymes. In her computer monitor debut, the blue-spotted pooch and...

...Steve, appear much as they do on television - in vivid, homey scenes, which mix animated **characters** with live-action and chunky, crayola-**colored** graphics with photo-realistic props. It's a visually enchanting domain in which to do...

...zebras. As they master activities, children earn words to put in Blue's book, each **color - coded** to match a certain fill-in-the-blanks page. The difficulty level of activities adjusts...

DESCRIPTORS: **Computer & video games**
?